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Most Impressive

By John Davison • john_davison@zd.com

After a Sahara-like drought of excitement in recent months we're about to see a huge (huge) spoooge of really, really cool stuff. Not counting the fact that Nintendo has now "officially" confirmed the Color Game Boy (something the unnaturally gleeful about "must be the weather"), who finding that there are part-wetingly impressive developments popping up all over the place.

Firstly, there's the fact that games on all of the existing systems are getting a much-needed shot in the arm both in terms of original ideas and technology. There are developers out there at the moment squeezing things out of the PlayStation that we really wouldn't have thought were possible a year ago. Sony's new "code optimization evaluator" (or whatever it's called) is slowing development teams to see exactly how far they're pushing the machine, and where there are unused scraps of processing power. Sony's own Gran Turismo was built around this—and if games were super-optimised, this one would be a browser-lightening combination of all your favorites. Future games from many developers including Crystal Dynamics, Coe Design and Sony itself also make use of it, and we're going to see PlayStation games challenging the N64 in terms of graphical cleverness and fancy show-off effects. Watch out for colored lighting, hyper-3D jiggery-pokery particle effects (for smoke, fire and pyrotechnics) and scorching frame-rates from just about everyone in the next six months.



"We're not kidding when we tell you that this game has all the qualities of a 'traditional' Disney cartoon...but in a full 3D environment."

The N64 is starting to be pushed to its limits too. As you can see from the huge great wall of information we have on *Turk 2* this month, the teams that got in on the act very early are now really learning what the machine can do. Remember all of the hype about the "Project Reality" and how the thing had the graphical power of a Silicon Graphics workstation in a home console? Well, after two years I think we're finally seeing what they meant. What do you know? It wasn't B.S. after all. Believe me...*Turk 2* is stunning and far surpasses the visual effects generated in just about any other home console game. It even does a pretty good job of putting 3D-accelerated PCs to shame.

For the future though, things are even more exciting. We've recently been lucky enough to see an extremely early version of a (hush-hush, secret-secret...make sure no one's listening) Kotana game. Now, it was running on a really early development system, and was only a few percent complete but was, quite simply, astounding. For the past few years developers and industry "visionaries" have been spouting how the ultimate goal is to create an interactive experience with the graphical detail of Toy Story. Well, Kotana may not be able to quite do that...but it's a very big step in the right direction. We're not kidding when we tell you that this game has all the qualities of a "traditional" Disney cartoon...but in a full mega-mega-hires 3D environment. And running at some ludicrous frame-rate. The characters had fully animated facial expressions and moved with the exaggerated swagger of Mickey Mouse and his minions. To say it was impressive would be like saying that maybe one or two people have been to see *Titanic*. What's even more incredible is that what we saw was running on a very early system. We were assured by the developer that what was on show was probably less than 30 percent of what Kotana can actually do. Cue sounds of jaws hitting floor and much slobbering and salivating.

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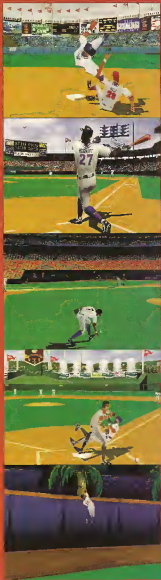
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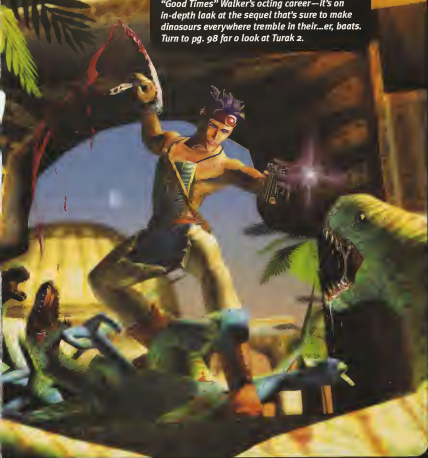
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Dino-Might!

No, this isn't a retrospective story about J.J. "Good Times" Walker's acting career—it's an in-depth look at the sequel that's sure to make dinosaurs everywhere tremble in their...er, boats. Turn to pg. 98 for a look at *Turak 2*.





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egm letters

Compiled by: Shoe

Letter of the Month

The Horror...The Horror...

An avid reader of your magazine and subscriber since the beginning [every issue except #100, I lapsed once. Why then, God? Why then?], I never thought I would be writing one of these letters with some insidious gripe [bad reviews, no Resident Evil in Top 100, why won't you print my letters, don't poison my souls in my ID, why don't you review for the 2600 anymore, how do I set my VCR, etc...] toward your hard work, but you have now gone too far.

Picture a faceless EGM reader who reads of a video game based on the film GoldenEye. Pictures within show images of all five Bonds (Lazenby, Dalton, Moore, Brosnan and Sean Connery). An avid fan of the Bond series [with the exception of Dr. No/Majesty's Secret Service] and exuberant at the possibility of pitting Connery, God among men against Pierce Brosnan, his young protégé, I, needless to say, was quite let down when it was revealed they would not be included due to copyright reasons [all lawyers must die].

Six months later a tired young man staggers home from work and finds a golden ray of hope, his EGM in the mail box. The wrapper is opened. The excitement builds. He thumbs through the mag reading through various articles and is most satisfied. As he reaches the Tricks of the Trade section, he glances at something long since forgotten: the missing Bonds and a method to release them from their legal prisons. Joy overcomes, tears flood his eyes and he immediately calls as many people as would be interested [one...blatshemy].

But then glancing to the cover, his dreams are crushed: "April 1998." "Visions of Sheer Long flood to his brain, and he knows the horrible, horrible truth. His head gets light, his mind goes blank and then yes, he commits the ultimate sin: He purchases another mag to corroborate, one with a title that rhymes with "hame hob." But alas, it's too late. The damage has been done, his heart crushed.

I was that young man, and the pain you have caused me is unending. My soul weeps. The bad thing you did is very, very bad.

Alex Boursier—ABoursier@aol.com

P.S. Please send me issue 100 [editor's response: NOPE]
P.R.S. Best April Fools' is a while. They were getting lame.



Congratulations. You win an instant reward. You will be receiving a Bonuscard (PS), an Kollie Stick (SNT) or a Shred of Pro (K) Disk.

Dear Editor,
I am writing to you because I am a fan of your magazine and I have been reading it for a long time. I am writing to you because I am a fan of your magazine and I have been reading it for a long time. I am writing to you because I am a fan of your magazine and I have been reading it for a long time.

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More April Fools' Feedback

You guys are the lamest. I tried the all-Bonds trick over and over and over. Finally, I went into the wonderful world that we all know and love as AOL. In determination to find out if the code was fake. Sure enough, many people ended up with the same wacko fake as me. I used to think your April Fools' jokes were funny and they are...until it happened to me. You should have more respect for your gamers. We love you and appreciate you, but when you pull a stunt like that our respect for you goes down the drain. Just because of your April Fools' joke, I am considering canceling my subscription @ work!, but I'm thinking about it!

Name and address withheld

I hate your weak magazine. I'm switching to GameFan. You guys printed the wrong cheat for GoldenEye 007. You guys got all my hopes up, and the code didn't work. You guys are a bunch of pathetic, incompetent [sic] ball suckers. You guys are so stupid, you probably don't even know what incompetent [sic] means.

Ree Lu—foxa@juno.com

Read the next letter (and the letter of the month) to see what people with a sense of humor think of the all-Bond gag. By the way, "incompetent" is spelled "incompetent."

We found your good ol' April Fools' joke, just think—kids are actually out there, trying to get all the Bonds for GoldenEye. I don't know how you faked these screen shots [they looked pretty real]. This might have been your best April Fools' joke ever.

Steve Conger and Shaawn Board—jsc@egm.net

Thanks. And now for a brief all-Bond history lesson: Like Alex "My Soul Weeps" Boursier stated, Nintendo and Rare once planned to have all the Bonds be playable in GoldenEye 007. In fact, with a GameShark, you can see the Intended Player Select Screen portraits of the other Bonds. Unfortunately, licensing problems prohibited Nintendo from using the older Bonds, so it never got any further than the Select Screen [i.e., you can't play as these Bonds]. Check out this month's Tricks of the Trade to see how to access these pictures.

So...as what happens every year around the April issue, our mischievous minds went into overdrive. We took advantage of the situation and created what everyone always wanted—to play as any of the non-Brosnan Bonds in GoldenEye 007. We know we played a lot of you off, but hey, no one ever accused us of being a well-behaved magazine.

Besides the whole Bond thing, here are the other "official" April Fools' gags: Get Some! the Chico and the Man, the camper's knife review and of course, the Astro 2000 preview. Cheers to all of you who had a good laugh with our April issue. Jeers to those who wrote in and were honestly angry at us. It was just for fun!

A Real La-Z-Boy

I read your April editorial about the lack of original games being released, and I couldn't agree more. In fact, the comment about "La-Z-Boy" attitudes had me falling out of my chair. I happen to know a game programmer who does most of his coding on a lap top—while sitting in a La-Z-Boy! Keep up the good work.

Name and address withheld




Here Comes A New Challenger

My classmates and I would like to respond to your closing remarks in the April editorial ("creating a new and innovative game: anyone out there up to the challenge?")—Yes

New! Stephens, student video game developer
Red River Community College
Winnipeg, Manitoba, Canada

OK, we'll keep an eye out for you.



Revealing outfits and the undead. What else can't most young guys get enough of? Calcium. But there is a mouth-watering solution. Milk. It can help provide the calcium growing bones need to stay strong. A real must. Especially if you plan on sticking your neck out.

MILK

Where's your mustache?™

— If you would take a moment to look at the instruction booklet for Command & Conquer: Red Alert, you will notice lines of Morse code at the bottom of each page. I took it upon myself to translate the code, and here it is: MESSAGE COM ALLIED HQS DECODE CRYPTO NORMAL RED EAGLE PASSES HAWK RED ALERT RED ALERT SOWJET FORCES... [etc., etc., the rest of the translated code is much too long to print here].

I'm very confused. What does this mean?
Russell Striba—Bowie, MD

The coded message in the Red Alert manual simply hints at some of the secret "ant" missions in the upcoming stand-alone expansion set, Command & Conquer: Red Alert Retaliation. This is just a teaser—Westwood tells us the message doesn't have any actual meaning or usefulness. It's just for fun.

Monkey Business

Why are there pictures of monkeys in your past few issues?

Steve Ebberts—Brimbrock, ONT, Canada



Now, This Is The Right Way To Do It...

April's cover art is, in my opinion, the best yet. Sometimes, I'll look back and notice that most of the covers of EGM weren't really geared toward an older audience, despite the fact that your average reader is 24 years old. The art almost never had an adult "edge" to it. Reforming back to the April '98 issue, the cover picture seemed to have that "edge." On top of that, it's a painting! Determined to be an artist myself, I feel that painting on the cover of your mag would be a welcome addition. Real paintings convey character. Use the most talented

artists of today. Let the best game of the month dictate the subject matter of the cover. EGM continues to be the best. Someone say something about secret messages!

Bill Jenkins—Redding, CA

Just when we thought Astron was on the out... someone pulls it back in.

A "Title" Sushi Joke Exposed

(It is as extra-large, yet-grinning ha!)!

"Does Sushi-X really run around in his ninja outfit all the time?"

Chad, from 1-900-PREVIEW

'Talk Back'

Yes he does, but only in the top half!

The Reason Behind The Stats

When I read the "Kings of the Video Game Hit" article [EGM #105], it didn't surprise me that Sony can claim #1 in hardware sales. Like me, half of the people who bought a PlayStation last Christmas had to get a new one this year because the old one broke four days after the warranty expired.

Blake Clemant—Blakc@webtv.net

Ouch!

Bruce Willis And The End-Of-Existence

I was wondering what ever happened to the Activision game starring Bruce Willis called Apocalypse?

Levi Harris—Westby, WI

Activision is currently reworking the game so Willis' character shines a bit brighter. An Activision rep told us, "If we're going to spend millions on Willis, we're sure as hell going to make him the star!" (As opposed to his original role as the Apocalypse sidekick.) Makes sense. We thought maybe the game is being delayed because Mr. Willis is too busy dealing with an Armageddon to have to deal with an Apocalypse at the same time.

Apocalypse, new odds... this man has come a long way since Moonlight!

Readers Bid a Fond Farewell To Ed Smrad

When I read that the "gaming guru" was leaving, I was saddened. His articles gave me countless laughs and groundbreaking news. He showed me that a serious journalist could play games without shame. A role model for me, a journalist to be... world, and on... hell of a guy. Thank you Mr. Smrad.

jamhall-yf@juno.com

I truly admire Ed Smrad and thank him for helping make EGM happen. Too bad he's leaving us. I wish him well in pursuing his dreams. Good luck Ed!

Ahead 03—Ottawa, ONT, Canada

Hey, I just wanted to write in to thank and bid farewell to Ed Smrad. I've been a long-time reader... since the beginning at least. In the first couple of issues are in my collection. I have enjoyed Ed's editorials over the years. It's time to thank Ed Smrad for helping start such a great mag. Best of luck to you in the future.

Mai Saechao—msc@cac.washington.edu

Although I respect [Ed's] decision to accomplish his other goals in life, I will miss his thoughts on the gaming industry.

Eric Nagy—quakerprod@bellsouth.com

I am sorry to hear that one of the founding members of EGM is leaving the mag. Ed did great things for EGM over the years and will be missed by all of his readers.

Genae Ladigan—genrdg@medscape.net

Smarty

I just reread Mortal Kombat Mythologies for the Nintendo 64, and I would like to point out a serious mistake in the instruction manual. In the "Items" section, it is mentioned that "Sub-Zero is able to generate ice as cold as minus 500 degrees Fahrenheit by absorbing the surrounding air."

I would like to point out that this is not possible. Absolute zero is defined as "the lowest theoretical temperature at gas can reach," and is measured at minus 459.67 degrees

Question of the Moment

Don't You Hate It When...? (Your least favorite moments in video gaming)

...you're in a heated GoldenEye battle, and you blow yourself to bits with a remote maze?
Duke@Novogp@aol.com

...in old NES battery backup games, you forget to hold reset before turning it off?
xzog@oak.grove.lup.edu

...you send in a question to EGM and they don't reply?

ADopeHat@aol.com
(editor's note: Hey! You say replying to 300's of letters a day!)

...people keep carrying on about stupid jokes? (Astron, hint, hint)
piotr@email.msn.com

...you've packed 48 hours into Final Fantasy VII, only to find the next morning that your dumb-ass excuse for a nephew has deleted your game from the memory card to make room for a Resident Evil 2 save?
specman86@juno.com

...people write the editorial staff to take care of their subscription concerns? Don't you hate it when people don't follow the easy little instructions on the first page of EGM letters?
EGM_Mail@aol.com

Next Month's Question of the Moment: What games do you want to see at Katana's launch?

Send your short (very short, please), but sweet, responses to: EGM_Mar04nd.com with the subject heading: KATANA



Forget every gruesome battle you have ever waged. Introducing Mortal Kombat 4 with newly forged weapons that will slash and bludgeon beyond imagination. And a total 3-D environment that will take your senses to dizzying new heights.

That which calls the warriors
summons the vultures.

MORTAL 4 KOMBAT

Darkness is calling.



Fahrenheit: Absolute zero is justified by the Universal Gas Law, which is written as the equation $PV=nRT$, in which P represents the pressure of a gas, V represents its volume, n represents the number of moles of gas, R represents the Universal Gas Constant, and T represents its absolute temperature. In theory, matter would cease to exist at minus 459.47 degrees Fahrenheit, so it is not possible to produce a temperature of minus 500 degrees Fahrenheit.

Charles Khouri, Jr.—Barboro, NC

OK, Midway...you got some SERIOUS explaining to do.

"Charles, you've certainly done your homework on this matter," Midway responded. "The reason that Sub-Zero can generate such cold temperatures is that the Outworld is a completely different dimension from ours, so what theoretically may be impossible here on Earth, could very possibly happen elsewhere. Besides, it's a fantasy-based game, so sometimes you've got to just suspend belief. Case in point: How much fun would Scorpion be if he were gathering mold in a coffin somewhere instead of being that revenge-fueled undead spectre that he is? Not much."

Actually, we think a dead and inept Scorpion is just what Midway needs to revitalize the aging Mortal Kombat franchise.

And The Award Goes To...

I want to make a suggestion for your awards next year: You should have a new category for "Best Movies in a game or Best Intro." You just have to remember the first time you saw the intro from Soul Blade, I watched it over and over of the ones from Final Fantasy VII. So, please think about it—you have almost a year to decide.

Carlos Gaytan—carlos_g_g@hotmail.com

We've been giving out those types of awards for a few years now.

Keep your eyes peeled for a copy of our 299th Video Game Buyer's Guide. It has all the "fun" awards, like Best/Worst Intro, Best Cure for Insomnia, Hottest Game Babe (it wasn't Lara!), Best Use of Teats, Worst Use of Adam West and much, much more. And don't forget—late this fall, we'll be coming out with our 1999 edition. Ah...we just love these little "ins" to promote our own hard work.

Violence Bears Its Ugly Head

As I was walking home, I saw a guy with a decapitato disc screaming, "The King, warrior princess!" After he threw the disk at me, I gave the boy a vicious beating. Ask yourselves, what kind of demented monster did you create?

Dniewat@midplains.com

Great. First Dungeons & Dragons, then video games, now decapitato. Pretty soon, politicians are going to start slipping ratings on decapitato.

In case any of you are wondering, decapitato is a flying disc we EGM

staffers like to throw at each other's heads. Subscribers got a free decapitato (sort of) in the April edition of the Sushi-X Files.

A Couple Of RPG Days

I just got my new EGM in the mail, and I was so happy to discover the cover story was on my favorite genre, RPGs! (May, issue #106) I've been a gamer since the days of the Atari, but Phantasy Star converted me to an RPG nerd which brings me to my question. You listed Phantasy Star 1 and 4 among the top RPGs of all time, and you listed PS2 twice, and both listings had different years. Did you mean to list Phantasy Star 4 for the second time?

Christine Carpenter—makochan@carpenter.com

Yes.

I was dismayed to see your "Must-Play RPGs" list did not include Ys Books I and II. I pray this was a bizarre oversight.

Charlie Mab—samr@midusa.net

Your prayers have been answered! Yes, this was an oversight on our part. Ys Book I & II is our #38 Best Game of All Time (see issue #80) and definitely should've been in our Must-Play RPGs list last month.



Dibs! We forgot that Ys Book I & II is a must-play.

Bad Bets

Bet you guys 100 bucks that this letter won't get printed.

CapYoda@juno.com

Please make checks or money orders payable to Dan Hsu.

OOPS

Last month, our coverage of Parasite Eve should have included the following: (c) 1998 Square/based on the novel: Hideaki Sena parasited EVE (Kadokawa Honor Bunko). Character designed by Tetsuya Nomura.

Letter Art

Where creativity, your favorite video game and a stamp can make you immortal!

WINNER

Clarence Good III
Richmond, VA

Congratulations, your prize is on the way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



Alt: Christmas letter like this ever!

Close, but no controller



Darryl Taylor
Lexington, KY



Julio Ramirez
Los Angeles, CA



Keith Stanton
Gresham, MA

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EGM Letter Art
100 Highland Ave., Suite 777
Oakland, CA 94612

*Do all letters get your name and work in the magazine and not granted a great prize (PS2 PLAYSTATION).

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Press Start

The hottest gaming news on the planet, brought to you by videogames.com

It Slices and Dices

Sega Focuses On Katana, Puts Saturn In The Closet

At the Tokyo Game Show, it was "business as usual" for Sega, showing off more than a dozen new games for the Saturn. There was no sign of Katana anywhere, and Sega Enterprises was tight-lipped as to any information about the new system, despite the fact that many developers worldwide have their hands on development stations. While the halls of Makuhari Messe in Chiba, Japan, saw Sega's new lineup of Saturn software, a series of news

Coupled with the news of the huge losses at Sega of America came a report from Japan's Nihon Keizai Shinbun that said Sega would stop shipping Saturn hardware to U.S. retailers at the end of March. While those games already announced (*Parasit Dragon Saga*, *House of the Dead*, *Burning Rangers* and *Shining Force III*) are still slated for U.S. release, they will be available in extremely limited quantities—a rumored 4,200 lot run of each title.

Sega of America denied the reports that they were pulling the Saturn out of the U.S. market, saying that the company would continue to ship hardware to retailers after March 31. However, when questioned about the Saturn's future and any announcement of new games after those already announced, Sega became quiet, saying that future Saturn releases in the U.S. are still "to be determined."

With the remaining announced games fleshing up in June, it's likely that Sega has decided to go full steam on Katana, putting Saturn behind them and focusing on launching the new platform and regaining the market they once

owned. At press time, the last two games scheduled for release in the U.S. are *Burning Rangers* and *Working Designs' Magic Knight Rayearth*, both due out in May.

The following week, as the Tokyo Game Show began in Japan, Sega of America announced the appointment of Bernie Stolar to president in addition to his current role as chief operating officer. Originally hired to assure a successful transition between the Saturn and Sega's new hope, Stolar will now have more control over the company's U.S. operations. Stolar's objectives are centered around three points—breakthrough first- and third-party games; strong retail presence; and cutting-edge consumer marketing and communications. All are important keys to the Katana's success in the U.S.

The announcement of Stolar's promotion focused on the future and the launch of the new system, barely mentioning the Saturn. Stolar said, "I have always believed that Sega has the assets to capture and maintain the dominant share of the video game console market. We have the biggest and most creative software development teams in the world, some of the



Katana was nowhere to be seen at Sega's Tokyo Game Show booth, just new Saturn games.

reports kept Sega's U.S. operations in the news, and not all of it was rosy.

The whole thing began with a report in mid-March on Sega Enterprises' financial outlook for the year ending March 31, 1998. It announced an expected parent net loss of 39 billion yen (\$302 million) for the fiscal year, compared to a 75 billion yen profit forecasted earlier. However, the biggest news from the announcement were losses announced from its non-Japanese operations—47 billion yen in total (\$363.7 million), 40 billion (\$306 million) of which came solely from Sega of America.

most popular video game characters and properties, and a brand awareness that most companies would kill for," said Stolar. "We're going to focus our efforts to better utilize Sega's core strengths so that in working closely with our software partners, retailers and consumers, we will all win."

The elusive Katana is expected to be officially announced in May before E3 in Atlanta.

Warp, who was originally developing Oz for the M2 machine, passed out a flyer at TGS announcing a May 23 unveiling of the title on a new (unspecified) platform. Warp's relationship with Sega makes Katana the likely candidate, but speculation is that Sega will make the official announcement about the system on or before that date.

E3 will give the industry and the press its first good public look at the Katana, at least on video. At TGS, a Sega spokesman told EGM the system's specs are being tailored to fit a price of around 30,000 yen (\$225 at current exchange rates).

Sega told us the September 1999 release date is the plan for the U.S. launch, giving in-house and third-party developers enough time to make sure there's a hefty library of games to support the system. That will mean good things for Sega fans, who have awaited the time when Sega would once again have a shot at the top of the market.

At EGM, we couldn't be more excited about getting our hands on the first games.

For the latest news on Sega, Katana and what's going on at E3, stay tuned to videogames.com, where we'll be following the Katana story.

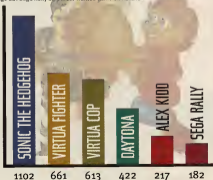
www.sega.com



Sega Franchises Most Wanted on Katana

Sega's got plenty of game franchises that will undoubtedly show up on the Katana once it's released. That said, we wondered exactly which series gamers wanted to see continued on the system. Below are the results of our poll on videogames.com, and we received some surprising results. It's a given that Sonic will make one of the first appearances on the system, but Virtua Fighter and Virtua Cop made strong second-place favorites, followed by Daytona. Shockingly, Alex Kidd, Sega's old mascot from the pre-Sonic days rallied with fans to edge out Sega Rally as a most-wanted game on Katana.

Source: videogames.com daily poll for Monday, March 23, 1998



Tidbits...

PlayStation Sears To 10 Million

Sony announced April 2 that they have sold 10 million PlayStation1s in North America since the system's Sept. 9, 1995 launch date. To celebrate, the company is giving away 100 midnight blue Collector's Edition PlayStation1s and 1,000 Dual Shock controllers in nationwide promotions in major magazines and at their Web site at www.playstation.com.

Resident Evil 2 Scores

Capcom announced that in only six weeks, the company had sold an unprecedented 3 million units of Resident Evil 2 worldwide, with more than a million in the U.S. and 1.9 million in Japan.

EA Steps into the Ring

Electronic Arts has announced that it has secured a five-year licensing agreement with World Championship Wrestling (WCW) to publish wrestling titles for the N64, PlayStation and PC. The first EA WCW titles will be released in mid-1999. A few days before EA's announcement, THQ announced that they did not renew their agreement with the WCW, and will not publish any WCW-endorsed wrestling products after 1998.

Acclaim Closes Arcade Division

Acclaim Entertainment is closing the doors on its Coin-Operated Entertainment division in Mountain View, Calif., shifting key employees and resources to its Acclaim Studios division in New York.

Paramount Signs Lara Croft

Paramount plans to release a live-action feature film starring Lara Croft, the buxom star of Tomb Raider. The film will be produced by Lawrence Gordon and Lloyd Levin of Broke Nights, so we can expect more than a B-grade show of cleavage and random violence (oh darn). Now the question is, who will play her?



Oh My God, Acclaim Killed Kenny!

Acclaim Entertainment Picks Up the License To Comedy Central's *South Park*

Acclaim announced that it has obtained the license to develop PC and console titles based on Comedy Central's animated ratings-buster *South Park*, created by Trey Parker and Matt Stone. Yes—Kenny, Kyle, Stan, Cartman and Chef are coming to a screen near you.

Games based on the no-brow animated series should hit store shelves in 1999. The series, which debuted on Comedy Central last August, is the most popular show on cable today. In fact, in a four-episode streak, the series drew an average of 3 to 5 million viewers and captured 50 percent of the 18-24 age market—prime gamer territory—for the highly anticipated *McHairy Christmas* episode.

"*South Park* is not your average politically correct animated comedy, which is why it has caught the world's attention. People can't wait to see what they're going to do next," said Steve Lux, vice president of marketing at Acclaim Entertainment.

"The addictive quality of the show's characters and stories is great fodder for creating mature-rated video games. We anticipate we will launch these games with the same type of major marketing campaigns that were used so successfully by us with *Turok: DinoSaur Hunter*

and *NFL Quarterback*. We're going to work hand-in-hand with the folks at Comedy Central to make *South Park* as popular in the interactive entertainment arena as it is on television," Lux added.

www.acclaimnation.com

If you're looking for more *South Park* gaming action and have a PC and Quake II, you'll soon be able to play the *South Park Quake II Total Conversion*. Developed by R.O.T.E. Development, it's not an official product licensed by Comedy Central or *South Park*'s creators, but these scenes (not from Acclaim's *South Park* game) are the early workings of the game, which is set up for death-match play. Weapons include Cartman's Cheesy Poof Launcher, Mr. Hankey and Chef's Double Chaiseau. It's free, but you have to have the commercial version of *Quake II* for the PC to play, and it supports third-party 3D accelerator cards. It's available at <http://southpark.scoots.com/>



Virtua Smithsonian

Sega's Virtua Fighter Recognized By Smithsonian

When you think Smithsonian, Sega's *Virtua Fighter* isn't the first thing that comes to mind. However, Sega Enterprises' 3D polygonal fighter series is being acknowledged in the halls of the Smithsonian in Washington, D.C. as a 1998 Inductee in the Institute's Permanent Research Collection on Information Technology.

Now don't think that the Smithsonian is turning itself into an arcade (although they DO also host a Pong machine), but Sega has donated a *Virtua Fighter 3* arcade cabinet to the museum.

The 30-year-old collection, of which *Virtua Fighter* is now a part of, includes technical achievements from the likes of *Planet Studios* (behind Disney's *Toy Story* and *A Bug's Life*), Nissan Motors and Rock the Vote (the toll-free dial-in voter registration program).

What won *Virtua Fighter* the distinction of being part of the collection along with 441 other technologies (but no other video games) is its "advanced graphics and inverse kinematics technology (that) allows players to move around interactively inside a real-time, high-quality 3D graphics world in a very realistic way." Congrats, Sega.

www.sega.com



Hasbro Nabs Atari

Retro Fans, Prepare For A Blast From The Past

Ever wish that some of the older Atari classics like *Centipede*, *Pong*, *Adventure*, and *War Lords* would be updated for the '90s? You don't have to wish anymore, because Hasbro Interactive recently purchased Atari's remaining assets from JTS Corp. (the company Atari merged with in 1996) for \$5 million in cash. To put it in perspective, Hasbro bought Tiger Electronics in February for \$335 million.

What the purchase means is that Hasbro will soon be releasing a new line of updated classic games (like it did with *Progger* in '97) on the PlayStation and PC, beginning in the fall with *Centipede*. Hasbro now owns the rights to more than 75 game properties, including *Centipede*, *Missile Command*, *Pong*, *Breakout*, *Tempest*, *Asteroids*, *Battalion*, *Combat*, *Millipede*, *Night Driver*, *Ultra Pong*, *Tempest*, *Warlords* and *Yuri's Revenge*.

"We are excited that the classic Atari game properties will now be a part of the Hasbro family," said Tom Dusenberry, president of Hasbro Interactive. "These ground-breaking games helped pioneer the video game industry. We intend to bring these classics back to life by updating them with the latest technology and interactive game design, while preserving their heart and spirit."

Tatone's also speculation as to Hasbro's other plans for Atari's assets, which include patents to technologies and the company's video game hardware.

Could Hasbro be eyeing the video game hardware market? A company spokesperson says no, but Hasbro has in the past been developing video game hardware—such as the VCR-based Nemo system (which *Night Trap* was originally developed for), and a virtual reality system.

www.hasbro.com



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ESPN

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-Game Informer

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-Paul Johnson
Sport Magazine



www.playstation.com



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for anybody.

Quartermann

Video Game Gossip & Speculation

The gossip is starting to flow more freely now that we're getting toward the middle of the year. E! is upon us, the Spring Tokyo Game Show has come and gone and the Q-Man is keeping his ear to the ground hunting down every last silver of information.

If there's one thing that Namco is rather good at...it's fighting games. If there's another it's racing. While partying at a recent soiree, the Q learned that the Japanese giant will be releasing "one of its big franchise games" on Dec. 1 later this year. And which of Namco's games are historically released on that date? Why...it's the games in the Ridge Racer series. Make of this what you will. Odds would favor a racing game with lots of words beginning with the letter 'R' though.

By the time you read this, SquareSoft should have made an official announcement concerning its future publishing intentions, with Einhander being the last Square game to be published by SCIA. It's thought that all further games, including *Parasite Eve* and *Brave Fencer Musashi* will be published by Square itself. Certainly good news for Square fans as it ensures that all forthcoming titles stand a good chance of a U.S. release. More importantly though—the Q has learned that not only is *Final Fantasy VIII* in development as we speak, but both it and *Final Fantasy IX* are being developed back to back (back to the Future style). Although only speculation at the moment, a reliable source has succumbed to the Q's patented Interrogation techniques and let slip that number nine will be out 9/3/99. Expect number eight in October this year.

While deftly probing a number of game industry characters in the past few weeks, the Q has managed to come up with some rather juicy details concerning Sega's Katana. While the machine still doesn't have a name (this will be confirmed in early May...watch videogames.com), it would seem that *Virtua Fighter 3*, *Scud Race* and *Sega Rally 2* are all tracking for release when the machine is launched in Japan. This isn't idle speculation either...one thoroughly probed individual let slip that they'd actually played early versions. Rumors also abound that Sega is working on a Panzer Dragon game for Katana and (surprise, surprise) *Sonic 3D*.

Following from the Q's revelations last month concerning a *Tom Clancy*-style game featuring Indiana Jones coming from LucasArts the EGM spy network has heard distant rumblings that something even more exciting may be on the horizon. Do the words "Episode One" mean anything to anyone? Watch this space for more news on this hot property very very soon.

On the "yeah, yeah...didn't see that one coming" front it would appear that within the next month or so we'll be getting a look at the next game in the Crash series. Apparently due to debut at E!, Sony has big plans for *Crash Bandicoot 3*. The first two have sold ridiculously well...so don't expect any drastic changes to the overall style of the thing.

Nintendo and Rare have apparently been in negotiations over forthcoming James Bond related titles. Having failed to get their hands on *Jacobson Never Dies* (who knows how that happened?) they are now locked in meetings regarding the next Bond movie due 1999. In the meantime though, we can expect to see a license-less spy-shooter at E! in May which makes use of Rare's second-generation GoldenEye engine. Expect better effects, better animation and maybe higher resolution graphics.

Since shoot-'em-ups are undergoing such a renaissance thanks to the official success of Square's Einhander, the Q is pleased to inform you that *R-Type*, *R-Type Delta* and *Thunder Force V* are all set to gain a U.S. release sometime this year. Rumor has it that Working Designs will be releasing at least one of the two (Type) and announcements regarding the other two will follow shortly.

Next month should be a veritable cornucopia of gossip—the Q-herd will be jetting around the world trying to gather information before the big E! gathering in Atlanta.

Gaming Hot Spots

Percentage of population that plays video games

1. Detroit 46.1%
2. Louisville 43.1%
3. Memphis 42.2%
4. St. Louis 41.8%
5. Salt Lake City 41.6%
6. Raleigh Durham 41.6%
7. Cincinnati 41.6%
8. Dallas/Ft.Worth 41.6%



Source: Scarborough Research 1998

Nintendo Adds Color

Color, Camera and Printer Coming to U.S. Game Boy

Nintendo's Game Boy is about to get a much-needed boost. That's right, Nintendo of America has officially announced that it will release the Color Game Boy, a color version of their popular handheld system, in the U.S. in late summer/early fall in the U.S. and Japan. A European release is scheduled to follow in October.

The system will be more expensive and only a bit bigger than current Game Boy Pocket models, somewhere around \$80-90. The Color Game Boy uses a proprietary technology developed by Sharp, to display 56 colors simultaneously out of a palette of 32,000—a vast improvement over the current four-shades-of-black-and-white display. Nintendo claims that battery life is longer than the original Game Boy Pocket—10 hours on two AA batteries.

Older games will play on the Color Game Boy using either the Super Game Boy style palette, or a user-defined palette of 10 different hues (like using non-SGB games on the SGB). New games designed for the Color Game Boy can be played normally on standard, black-and-white systems. Nintendo also announced that the CGB may have future expansion possibilities, including a connection with the Neo (64GB Pak).

Software will be priced in Japan between 3,000-4,000 yen (about \$23.35, at current exchange rates), a little more expensive than current black-and-white titles.

Additionally, Nintendo will release the Game Boy Pocket Camera and Printer in the U.S. on June 1 in four colors—red, yellow, green and a new blue. In the first three weeks of release in Japan, the Camera and Printer sold close to 500,000 units. The camera stores up to 30 black-and-white digital images, and you can trade pictures with other users through the Game Boy's link cable. It comes with four mini-games and you can also animate and edit your pictures. With the optional printer, you can print out your photos on stickers to keep or trade.

The camera will retail for \$49.95, and the printer will be offered separately for \$59.95. Additional rolls of sticker paper will retail for just under \$10.

www.nintendo.com



Sushi-X Files

e-mail: shawn_smith@zd.com

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10 TRICKS NOT TO FORGET

NES

Codes

go *Wii Code*
At the Title Screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. You will begin the game with 30,000!

Tetris (Tengen Version)

Level Select

During play, press Start to pause the game. Then press Up, Down, Up, Down, Left, Right, B, and then press the A button to choose any level of play up to G!

Super NES

Super Star Wars

Secret Debug Trick

At the Title Screen, quickly press A, A, A, X, B, B, B, B, X, L, L, X, X, X, Y, Y, Y, Y, B. When you hear the beep you'll see what the trick worked! Press Start on controller 1 and you will see that you have a choice to install Luke Skywalker, Chewbacca or Han Solo. On controller 2, press and hold the top L and R buttons while you are on a level. This will bring up the Game Debug Menu. On this screen you can manipulate just about anything in the game, such as area, lives, health, etc. When you have made your changes, press Start on controller 1. You will go into the

step you chose with your settings. If you want to go to the end stage, press Start on controller 2 and the screen will say "Stage Clear" and you can go to the next level! For availability within a side scrolling level, take controller 2 and hold the A, B, X, X and Select buttons. Let go of these and you will see X and Y coordinates by your character.

Super Genesis and Genesis

Super Select and Sound Fix

You need two controllers to do this trick. Go to the Option Screen and make the cursor to the EGG. Now instead of moving, hold the L button and Start button simultaneously on the second controller and press Start on the first controller. You will find yourself on a special screen in which you can select stages, areas, sound effects and music.

Genesis

Earthworm Jim

Debug Menu

Go into the game and press Start to pause. Now press Left+A, B, B, X, Right+A, B, B, A. If done correctly, you will hear "Click!" Take it right to the Debug Menu. From here you can change your level, availability and more!

Saturn

Power Rangers

Invincibility

Press Start on the Title Screen that says "Press Start Before" Next, when Normal Game and Options appear, press L button, L button, R button, R button, Up, Down, Left, Right. You will hear a sound and "Invincible Mode" will appear in the middle of the screen.

PlayStation

Head For Speed

Hidden Track, Only Mode, How Car

When choosing your Race Type, across the Tournament

Track, highlight the Forward option and enter in 1090 MS. This will give you the hidden track, Lost Vegas. Now go back and choose any Race Type. With your track of choice highlighted, press and hold L and R. The track will turn into a Rally Track (except for Rally Speedway). Now when you highlight your car, press and hold L and R. The car will turn into the Winner, which is the fastest vehicle you can get!

Alien X300

Level Select

At the Title Screen, across Options and press Start. Move down to the "Enter Password" Option and choose it. On the Password Entry screen, put in the letters, GGGB and the number of the level you want to access. The levels go up to 34 and 35 is the ending screen. After entering the password, move down and choose Accept. The screen will say "Character Activated."

N64

Super Mario 64

3rd Wish

The final event in Mario 64 is Seeking Wish. The first requirement is to collect all 120 stars in the game. Once this has been achieved, proceed to the 3rd Wish of the castle. The 3rd wish you'll see will now be open and a coin will be there. Five wishes out of the end of the game and three wishes remaining, will be 100%. Go up to the entrance, you lives and a new 3rd wish.

Tetris (Classic) Hunter

Big Cheat Code

Across the "Enter Cheat" Option from the Title Screen menu. On the Cheat Code Screen, enter the password for the Big Cheat: **HTGTRNDGDDTDR**. Now you will have everything you need to blow open the game including All Weapons, Unlimited Ammo, Speed Mode, Level Select, etc.

*Special thanks to Takahisa Tsuyi for his help on these!

WHAT IF...



Pac-Man thought it'd be cool to change his style to be in sync with '90s fashions but failed to realize just how painful those piercings can be.

HOT & NOT

@ EGM

That's right! The first list is back and it's feeling kind of funky. In case you don't know, the first column is the HOT and the second is NOT.

- Babylon 5
- Color Game Boy
- Game Boy Games
- Tiger from Tekken 3
- Turok 2
- T.J. Maxx stores
- Ayo from Pajama Eve in a sexy evening dress
- Spring Break
- Carmen Electra's shorts
- Tifa and Cloud being in Elmer's
- Bully's milk noshache
- www.videogames.com
- English people (we guess...)
- Chimps
- Chimps in Huggies
- Vectrix
- New Volkswagen Beetle
- Dung Beetles
- No American Dragon Force II or X-Men vs. Street Fighter on the Saturn!!!
- Washington Scandals
- Rincid Chinese food
- Leonardo DiCaprio (or whatever that kid's name is)
- Pitfall Harry Jr.
- David Letterman's Marilyn Manson interview
- The Judge Dredd game
- Titanic, Titanic, Titanic
- www.next-generation.com
- Spike Anything
- Huggies
- Rick Springfield
- The weather in Chicago
- Sega basically pulling the plug on Saturn

Turok: The Dinosaur...

by Shawn Smith



Stylist



Salesman



Plimp



Critic

DOUBLE TAKE

The world is filled with some weird stuff and the following pics confirm this. We dug deep to give you this proof. Proof of what, we don't know...but it's proof nonetheless! On the left are some game systems in various positions, and on the right are what the systems resemble—be it a video game character, a movie star or a giant stone structure. Enjoy and be afraid!



Sega Saturn



EV-9D9



Nintendo 64 (back)



Mr. Prince Fleaswallow



Nintendo 64 (front)



P.J. Berri



Genesis, 32X, Sega CD



Space Station MIR

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International News

インターナショナル ニュース

Got Game In Tokyo

Plenty of Blockbusters, But No Surprises at Spring Tokyo Game Show

The 1998 Spring Tokyo Game Show was held March 20-22 at the Makuhari Messe in Chiba, Japan. Gaming publishers from all over Japan assembled to show off their latest games, but this year's show had relatively few surprises. Nintendo was absent from the floor of the Tokyo Game Show again this year, but acted as a co-sponsor of the event with Microsoft.

Big games that stood out at the show included Square's Parasite Eve and Brave Fencer Musashiden, Konami's Metal Gear Solid, Capcom's Capcom Generation Vol. 2 (Rivals 'N' Ghosts) and Tekken 3. A show so stacked with blockbuster titles was amazingly devoid of surprises—the only major one being Capcom's Generation series.

Sega showed about a dozen new Saturn titles, including Sakura Taisen 2, Dragon Force II,

Wachenroad, Neon Genesis Evangelion: Girlfriend of Steel and Deep Fear, to name a few. Sony didn't have PaRappa 2 or even Blasto at the booth,

instead showing S4i (a dice puzzle game), Stealin Song (an air guitar music game), Fire Park from Sony Computer Entertainment Europe (a Bunkin Kangars-style game with a Blasto-esque main character), a mountain climbing sim called Great Peak and a series of digital comics/novels.

While the first day was for the industry/press only, the line was already forming for the public days on the second and third day. During those days, thousands of Japanese gamers packed the walkways, in some spots creating mesh-gh-like conditions—although tamer. Some devoted fans participated in



"to play" (dressing up as your favorite game character). Some gamers sported really elaborate costumes. The crowds turned out for Metal Gear, Parasite Eve, Sakura Taisen 2 and especially Tekken 3. Namco sponsored a huge Tekken 3 tournament, the winner of which will fly to E3 in Atlanta to face off against the U.S. champion.

You can find previews of some of the games shown at the Tokyo Game Show in the Previews section in this issue of EGM.



At right is an actual entry from Mafuichi's Parasite Eve for PlayStation, shown at TGS.



Tidbits...

Be Good And Eat Your Tekken

One restaurant in Tokyo began serving a very interesting item right after the release of Tekken 3 in Japan: Tekken Ramen. For the uninitiated, ramen is a Chinese noodle and a favorite casual food among the Japanese. The restaurant, called Nandokanzen, is offering Tekken Ramen in conjunction with Namco Ltd.

Tekken Ramen's not much different from regular ramen, except the liver has a Tekken 3 logo on it. (Liver is a paper-thin food made of seaweed.) The restaurant is also giving away Namco merchandise to those who order Tekken Ramen.



Pokemon Back on TV

TV Tokyo announced that Pokemon will resume airing in April. The show has been off the air since last December. New guidelines were set up by Japan's major TV networks in order to avoid a recurrence of the incident which gave several hundred kids epileptic symptoms.

Top 10 in Japan

The 10 Best-Selling Games As of March 15

1. Bushido Blade 2 (Square)-PS
2. EVE: The Last Day (Bandai)-GS
3. Dead or Alive (Tecmo)-PS
4. Fire Cat: Welcome!! (Toei)-SS
5. Clock Tower: Ghost Head (Namco)-PS
6. Gran Turismo (Sony)-PS
7. Bio Hazard 2 (Capcom)-PS
8. Music School 2 (Acrid)-PS
9. Zampers (Square)-PS
10. Zero Pilot: Fighter of Silver Wing (Sony)-PS

Mr. Bones

Sega Releases Skeleton Saturn

Sega Enterprises will release a limited-edition Saturn console called the Skeleton Saturn. It has a sleek clear body, and you can see through to the inside of the machine. It will be available in Japan beginning April 4 and will retail for 20,000 yen (about \$150 at current exchange rates).



released a white limited-edition Saturn console. (In addition to the silver color of the regular Japanese Saturn system).

www.sega.com

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"...never have I experienced a game so unique that it redefines my expectations like this one. A wonderful game..."

GameSource Monthly
(on-line) September 1997

"Revives a lost gaming genre and takes it to new heights."

Game Informer, August 1997

"...one of the deepest, most involving, and most cleverly designed games ever released on PlayStation."

Next Generation, November 1997

"...a rarity in today's sequel-studded market: a completely fresh idea."

PSX Magazine, May 1997

"...manages to enmesh the player in engaging character and fantastical story."

GamePro, December 1996

"...the kind of unique gameplay and killer graphics that will rocket it straight into the PlayStation hall of fame."

GamePro, October 1997

"Best of the bunch 1997"

Animation World Magazine

"Best Director of Animation CD"

World Animation Celebration

Critics are
losing their heads...



Golden Joystick Award



IGN Best Game 1997



1997 Best PlayStation Game

★★★★★

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Nintendo 64

Game Database

- NFL Blitz
- Mortal Kombat 4
- Madden NFL 97
- World Grand Prix
- Mission: Impossible
- Fast-A-Move 2

Previews

NFL Blitz

N64 Gets Hit With Blitz

If there's one thing that Midway can do better than any other game company, it's making action-sports games. While NBA Jam was revolutionary, others such as NBA Hang Time and the first Wayne Gretzky Hockey were addictive and fun when they arrived. But the best (and most recent) of the bunch is NFL Blitz, the football game that took arcades and the EGM offices by storm.

Since NFL Blitz is run on a PC 300k card that is roughly as powerful as a Nintendo 64, we've been heavily anticipating just how good the conversion would turn out. And finally, that moment has arrived, kind of. EGM was treated to the first hands-on playable version of the game, but right now, the N64 version of Blitz is still in its extremely early stages—and we do stress early

But before we get into the nuts and bolts of how the N64 adaption is coming along, it would be a good idea to describe NFL Blitz in general (for those gamers who have been shocked up in a basement for the last six months).

Basically, NFL Blitz is an action sports game that appeals to sports and non-sports gamers.

Why? Well it takes the most compelling elements of NFL

football—passing, running, hitting and scoring—and distills them into an intense, over-the-top game that anyone can enjoy. Although Blitz resembles football, few of the rules are the same. For example, instead of 11 players on each side there are only seven. It takes 30 yards to get a first down, and pass interference is not only legal, but encouraged. There is no daunting play-book, scrutinizing strategy, or dull moments in the game—just about anyone can jump in and at least score a few touchdowns. Even if they aren't winning, players can extract some measure of enjoyment from watching the humorous tackling animations, end-zone celebrations and gushing late-hits.



So far, so good. We like what we see in this early rev of NFL Blitz.

You might notice all the "11's" on the jerseys. They will all be real by the game's release.



NFL Blitz 2000 is as beautiful as it is fun to play, and there lies the biggest obstacle for Midway in its quest to make the N64 version do the arcade game justice: Judging from this early look, the prognosis is good. Although the graphics aren't high-resolution like the arcade, they do appear to be medium-res. Whether it stays at that resolution or not depends (it could become higher or lower) on how fast Midway can get the 3D graphics to move. Speed is one of the most important facets of Blitz, and although Midway would like to have silly hi-res graphics, they may prove too taxing. Otherwise, everything is looking pretty good. The player models are almost as detailed as those in the arcade, although they are missing textures and don't look quite as sharp. Most of the animations are also in, but move sluggishly and need to be tweaked. And, as you can tell from the screen shots, there are no end zones or stadiums put in yet. All of this is sure to be massively improved and polished.

Making up for any possible aesthetic deficiencies in the end product could be accomplished by the additional depth that Midway is injecting into the N64 version. A full 1998 NFL season can be played in the game's Season Mode. In addition to the Arcade Mode where you must beat all 30 teams, weather conditions



(wind, snow, rain) and time of day will be optional, and Midway is looking to work in an Instant-replay feature (it wasn't implemented in the version we tried) that would undoubtedly be used frequently.

While it's premature to make any sort of solid judgement of how NFL Blitz on the N64 will inevitably turn out, we are encouraged by what we see at this very early sneak peek. NFL Blitz is an excellent arcade game, and we can only hope Midway is able to deliver the same experience to N64 players. Rest assured, we'll keep a watchful eye on this one as it develops.



Even though most of the game isn't complete, many of the post-play teams are fully in place.



Noisy tackles during and after the play are half the fun of playing NFL Blitz—not to mention satisfying.



The game is actually playable, although it isn't anywhere near completion.



Publisher/Developer: Midway
Players/Gears: 1-2
% Done: Fighting
Release: June 1998
Web Address: www.midway.com

Mortal Kombat 4

MK4 Comes Home In True 3D



Although *Mortal Kombat 4* has been in the arcades for some time, a home translation, complete with a few additional modes and at least one exclusive character, is still on its way. The new addition to the series is scheduled for a third-quarter release on the Nintendo 64.

Midway came by the EGM offices recently with a new rev of the cart and we're pleased to say it has come a long way since we first saw it a few weeks back. In fact, Midway tells us it's now about 60 percent complete (last time we saw it, it was at 25). Most of the special effects are now in the game, as well as nearly every fatality, stage and feature of the coin-op, as well as the standard console modes of play. It was moving at a brisk 30 fps, and Midway reports that it'll soon be up to 60.

As you might expect, the gameplay of the N64 version of *MK4* hasn't changed all that much from what you already know and love in the arcade.

There are now two types of jumping punches and two types of jump kicks. You have the ability to sidestep projectiles and other attacks by tapping the run button twice. The MK3 combo system has been scrapped in favor of one that is a bit more skill-based. But the main change, at least visually, is the addition of weapons. Each character can pull out a weapon specific to him/herself, at any point in the match and wave it around in an attempt to separate an enemy's limbs from his/her body. Since some weapons have special moves (Sub-Zero's Ice Ward can freeze people), grabbing an opponent's weapon can be highly advantageous to a fighter's cause.

Like the older *MK* versions, you can straight-up dismember your opponent in the final round when his/her power is depleted. Fatalities will be the only finishing moves available in *MK4* though, and each

Speaking of fatalities, here's one where Quan Chi gets back at Scorpion for setting him on fire. Watch as he pulls Scorp's leg off and beats him with it.



As you'd expect, *MK4* on the N64 features plenty of deadly moves, including all of the gruesome fatalities.

character will have at least two. The fatalities are among the best in the series, partially because a good number of them are 3D versions of existing fatalities. Jax nips his opponent's arms off, Scorpion still torches his victims, Sub-Zero tears off heads, etc. For more up-to-date information on all versions of *MK4*, take a look at www.videogames.com.



Scorpion loves the smell of burning flesh in the morning! It smells like...uh, Quan Chi I think. Pretty grass.



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"Incredibly sweet graphics."

—EAGLE

www.thq.com



Publisher/Developer: Players/Genre: % Done: Release

Dectron Arts 1-4 Sports 30 August 1998

Web Address: www.esports.com

Madden NFL 99

Hey Look,
It's Licensed!

Not having an NFL license and high-resolution graphics proved to be a handicap, EA learned as their Madden 64 came to the Fresh Line, second to Quarterback Club '98 last year. But to EA's credit, the company isn't resting on its laurels and hoping for a turnaround. Instead, it appears EA has put plenty of effort into its first NFL-licensed N64 football game.

Many of Madden 64's aesthetic "deficiencies" (when compared with the competition) have already been addressed; the game's graphics are now hi-res, and there are many new player animations including wrap tackles, and receivers turning their heads to watch the ball. Gameplay enhancements are a little shadowy at the moment (we'll have tons more info on this at E3), but right now EA promises a more realistic kicking game, some new juke



moves and some refinements to its very competent computer intelligence.

Sure, it seems a little odd to be previewing next year's football game this early, but with screens that look this good, Madden NFL 99 looks like it's something to get excited about.

Ah, looks there, if it isn't a wrap-tackle, one of the most fundamental tackles in the NFL.



Publisher/Developer: Players/Genre: % Done: Release

Vision Systems U.S.A. 1-2 Racing 70 July 1998

Web Address: www.paradigmracing.com

World Grand Prix

Getting about as far away from the cutesy Diddy Kong Racing mold as possible, Paradigm Entertainment's World Grand Prix seems squarely aimed at the hardcore racing sim fan.

This F1-style racer strives for realism in several ways including a unique Story Mode which allows you to race the '99 GP season. To really bring it home, several of the actual events that took place that year have been included in the game. As for depth, 17 true-life F1 tracks (Rockingham, Silverstone, Monte Carlo, etc.) have been re-created as well as 15 teams, 27 drivers and their cars.

Outwardly, this one is similar to Polygames' F1: It is appearance only with slightly larger cars and the trademark soft edges of an N64 game. Overall it looks quite a bit more detailed than the other N64 F1 game—Ubi Soft's Pole Position. Gameplay is still a bit loose on the version we played but it seemed to have that non-forgiving play reminiscent of...well, maybe it's in a class by itself in that category. Time will tell.

Despite the large number of options and features, setting up for race, at this time, is fast and easy if Paradigm can continue the balance

of realism and user-friendly controls and options then maybe, just maybe the N64 will finally have a good, realistic racing sim.



The Cockpit view shows off the detail of the F1's quarters quite nicely.

OCEAN PRESENTS
OCEAN PRESENTS

MISSION: IMPOSSIBLE

COMING SUMMER 1998

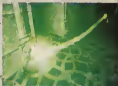


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Not playing it.



www.denchtrapdungeon.com

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Publisher/Developer	Players/Genre	% Done	Release
Infogrames Infogrames	1 Action/Eds.	N/A	June 1998
Web Address: www.infogrames.com			

Mission: Impossible

Will It Be
Worth The
Wait?

Some thought by the time *Mission: Impossible* game finally came to the Nintendo 64, Tom Cruise (the star of the film) would be old, senile and in a wheelchair. Fortunately for Tom and all of us who are anxiously awaiting the title, it looks as if the highly anticipated action/adventure title from Infogrames will be here sometime in the summer of this year... hopefully.

The news info given to us straight from Infogrames suggests the game will have Ethan Hawk making his way through five missions—broken up into 20 levels—is a *Shadows of the Empire*-meets-*GoldenEye* type of world. While some missions have you shooting your way toward each objective, other, more-adventure based levels will give you an opportunity to use your mind to solve a puzzle or get out of a situation.

In addition to Ethan, you'll also be able to control one of several IMF team members, each with his/her own skills. The missions will take you from the Russian Embassy in Prague all the way to Waterloo Station in London (like in the movie), and everywhere in between. On top of the standard missions, there seems to be an additional seven training missions. These will more than likely help you get used to the game's style of play and control scheme.

Although much of the game is inspired by the movie as far as the characters, locations and the basic premise goes, the game is mainly based conceptually on the film and is not meant to be a direct translation of the film into a video game (similar to *GoldenEye 007*).

Gadget wise, *Mission: Impossible* is far from lacking. The finished product will have at least



15 different types of weapons, electronics, disguises and who knows what else, to help you complete the various objectives given. As soon as we receive a playable version from Infogrames, we'll give you an in-depth update. That is, if the game actually comes out in the summer of this year like they say. Let's hope.



On the adventure side of things, M:I puts you in the middle of high-gear dinner parties.

Publisher/Developer	Players/Genre	% Done	Release
Acclaim Acclaim	1-2 Puzzle	90	June 1970
Web Address: www.acclaim.com			

Bust-A-Move 2

The ever-popular and oh-so-simple ball-buster *Bust-A-Move 2* is coming to the Nintendo 64. Although the game is a few years old, Acclaim is hoping that the puzzle game-starved N64 audience is willing to pick this one up.

Unfortunately, this *Bust-A-Move 2* is no different from the now ancient PlayStation or

Saturn versions (except for some odd reason, this cartridge has better music and sound effects than the CD versions). We would have expected at least a few new modes; after all, *Bust-A-Move 3* has come and gone. But the game is the same—so if you didn't get to check this game out the first time around, here's your chance.

The premise is as simple as can be: Shoot colored balls at a stack of other colored balls to make matches of three or more. You can score higher points for larger matches or combos (where disappearing pieces cause other pieces to be released). Be warned: As time progresses, the balls will start to pile up. If any balls reach the bottom of the screen, your game is finished. In the one-player game, your objective is to clear all the balls in each round. In the two-player game, our favorite mode of play, your objective is to outlast your opponent.

Since they realize it's an older game, Acclaim is planning on releasing *Bust-A-Move 2* at a \$50 or less "value" price.



Two-player *Bust-A-Move* is where it's at.





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NINTENDO 64

WWF Warzone

The N64 version of Warzone doesn't look all that different from the PlayStation version (check the PS previews). Look for it to hit in July of this year from Acclaim.



Superman 64

From the info we have right now, SM64 is a Real Fight-esque action/adventure game. It's coming to us from Titus in the third quarter.



Off-Road Challenge

This off-road racer from Midway puts you in control of a variety of 4x4 vehicles. Environments include deserts, mountains and swampy baysous, among others. Midway promises the finished product will run at 30 fps.



not cool



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www.per4mer.com

NINTENDO 64

Flying Dragon



Not only does this game allow you to play in both 2D and 3D Modes, but there's also an option to change your characters from anime style to more realistic fighters. You can also build your owl characters. It should be out from Natsume in June.



Choro Q 64

Choro Q 64 promises to be quite a race. Coming to us from Takara, Choro lets you edit cars and courses and then race.



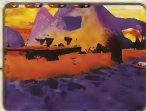
Buck Bumble

Buck Bumble is developed by Argonaut—the people who brought us Croc, the person who brought us Croc. Putting you in control of a bee by the name of Buck Bumble, the game provides a colorful 3D environment for you to explore. Watch for it from Ubi Soft this fall.



Space Circus

With more than 300 wacky cartoon characters to interact with and large levels to explore, this N64 title should give a load of non-linear gameplay. Coming from Infogrames, a release date some time in the third quarter of this year is expected.



way cool



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—Kalle Boys gang member

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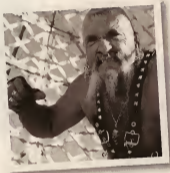
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—DeSade gangmember

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PlayStation

Game Directory

- Metal Gear Solid
- NCAA College Football 99
- Colony Wars: Hongkong
- CSC Red Alert Retaliation
- Endless Fantasy
- Jimmy Beal
- Ford Schools
- Risk
- Madden NFL 99
- Scudalife Stadium 2
- The Godfather Saga
- Bruce Power Massachusetts
- WWF Warzone

PREVIEWS

Metal Gear Solid

Move Over Bond, Solid Snake Is Back

EGW recently had a chance to visit Konami's KCEJ offices in Japan to meet with Hideo Kojima, the producer of Metal Gear Solid. In a hands-on playtime with what very well could be this year's hot-at-PlayStation game, what we played was only a short two-level demo—the same demo that was shown at the Spring Tokyo Game Show just days earlier—but it was enough to have us walking away mighty impressed.

In case you're not familiar with Metal Gear, here's the story: The original Metal Gear was released in 1987 for the MSX and later made its way to the Famicom, where it was then brought to the United States by Konami for the NES. The game (which was awesome, by the way) starred Solid Snake, an agent on a top-secret mission to destroy a weapon known as "Metal Gear" before it was unleashed on the world by an evil tyrant. It spawned an MSX sequel in Japan called Solid Snake which was a lot better than the sequel that reached the United States (Metal Gear 2: Snake's Revenge for the NES), but the series has been dormant ever since. Until now.

Metal Gear Solid takes place several years after Metal Gear 2. A group known as Foxhound has taken over an Alaskan nuclear weapons facility and is threatening to wreak havoc on the world if their demands aren't met. That's where you come in, as Solid Snake. It's your job to infiltrate the facility and put an end to Foxhound's plans before it's too late. Unlike most "action" titles however, Metal Gear Solid, like its predecessors, features a slightly different theme: rather than go all out and try to do it Rambow's way, the key to success lies in effectively sneaking your

Publisher/Developer: Konami Co., Ltd. / KCEJ Japan

1

Action

40

Sept. 1998

Japan

Web Address: www.konami.com OR www.konami.co.jp



One of the cooler ways that Mr. Kojima and his team are making the game feel more like a movie is by making the credits rolling early on, even after you've started playing the game.

way around and not being seen. If you try to run out and spray bullets all over the place, you're going to find yourself surrounded in no time.

Gameplay in MGS is completely polygonal, with huge 3D environments and simply gorgeous (although rather dark) graphics. While the original plan was to incorporate CG cinematics here and there, they're all gone now. The entire game's cinematics—over 2 1/2 hours' worth of them—take place in real time, using the same graphics engine as the game. This not only preserves the feel of the game, but it cuts down load times considerably.

The 3D engine provides a much more satisfying feel than the one the older games offered. While the main perspective is somewhat similar to the classic games (top-down), the first-person viewpoint (achieved at any time by pressing the Triangle Button) adds an entirely new layer of depth. And since you can now crouch and



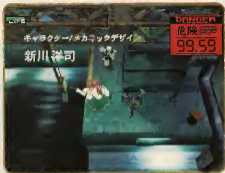
The map at the top-right of the screen allows you to view the whereabouts of enemies and their viewing distances. If you walk within their range, they'll see you and alert their comrades.



EGM 48

Warning: This is a preview of a Japanese title that may or may not be released in the United States. It is designed to run on a Japanese system. We'll let you know when it does.





Watch in glee as Snake smokes this guy. Speaking of smoking, cigarettes are back as a main item, though now you'll lose health if you smoke. Most objects in your path are welcome since you can launch off of them and catch some real air.

crawl at any time, there are a lot more places for you to hide—like underneath trucks, water tanks, docks and more. You can enter the first-person view while crouching too, so you can see exactly what's in front of you if you're sag, underneath a big truck. A key benefit to crouching is that enemies can't hear you when you're doing it. Sound plays just as much a role in the game as sight, so if you're too noisy, enemies will hear you and they will search you out. As they say, silence is golden. For the more dialing types, you can get underneath a cardboard box (yes, the box is back) and try to sneak your way around without getting caught. Careful though, if a guard notices something suspicious, he'll come over and see what's hiding in that box...

There are more than 30 weapons in MGS, ranging from classics like the Plastic Explosives and the Rocket Launcher to a variety of new guns and gadgets. Unfortunately in the demo we played, only a select few were usable, but Kojima was kind enough to show off a few more later in the game, like the C4 bomb (which, if you're good enough, can be attached right to the back of an enemy!) and the awesome Remote Control Missiles (which can be controlled from either viewpoint—first person is VERY cool). You'll even be able to



When standing with your back to a wall, the camera changes to this viewpoint so you can see what's going on around the corner.



combine certain items with weapons to enhance them in various ways.

Communicating with your peers is another key aspect of Metal Gear Solid.

Like in the previous game, you can communicate via a special transmitter by pressing Select at any time. Sometimes you'll receive calls, sometimes you'll want to make calls yourself to try to obtain some hints or information. Throughout the course of the game you'll deal with at least eight (maybe more) people who each have their own frequency which you'll need to find (fortunately once you learn it, the game remembers it).

Needless to say, Metal Gear Solid is going to be HOT. There's so much detail in the game (even in the short demo we played) that we could probably go on for another 30 pages explaining the game in-depth. Unfortunately the game isn't due out here until November (it hits Japan on Sept. 3), but we'll be back with a bigger, badder feature in a couple of months when we get closer to the game's release. In the meantime, be sure to check out www.videogames.com on the Web for all the latest screens and info.

Solid Snake can dispose of his enemies in a variety of ways, including the traditional neck-snap (ouch!). If only these guys knew what was about to happen to 'em...



Keeping quiet is ever-so-important in MGS. It'd really stink if Solid Snake blew his cover because of a head cold or something. (cough).



Colony Wars: Vengeance

The Earth Strikes Back

Psygnosis wants to make one thing abundantly clear about Colony Wars Vengeance, it is not a glorified mission disc for the highly acclaimed original. "We've totally rewritten the AI routines, we've rewritten the collision routines, and we've optimized the code so that you'll see a 30 percent increase in speed," said Lol Scagg, the game's producer, adding that the leaner graphics engine will allow for far more ships and weapon effects to appear on screen.

And that's just the beginning. The Colony Wars team—which has doubled in size since it finished the last game—is adding three new solar systems that'll be packed with more asteroids, more background nebulae and even distant black holes. Your ships' heads-up displays have been revamped with new shoot-assistance cues and enemy-status readouts. You now get 22 weapons, instead of the original's 15. The improved AI means

your wingmen will actually help out this time around. And Psygnosis is throwing in more surprises that'll be revealed in the coming months.

The story and six-ending mission tree have been heavily tweaked, too. Vengeance continues the plot established by the original's fifth ending, which saw the League of Free Worlds sealing the wormhole to Earth. Cut off from the riches of the galaxy and with its own resources dwindling, Earth became embroiled in global civil wars until a hot-shot pilot named Kron united the planet's population. Kron's goal is simple: Use Earth's navy of space frigates and fighters to seek vengeance against the League forces.

You play a battle-hardened Earth pilot named Meriken, who'll be introduced to other supporting characters through the game's nearly 30 cinemas (there's even an enemy ace, whom you'll chase in several missions). Each mission now features multiple objectives, thus upping the game's overall length. "We tried to expand the amount of time during the missions," Scagg said. "Where they used to last between two and three minutes, they're now a minimum of five. There won't be any more missions than the original, but they'll be just as hairy and they'll be longer." Fortunately, you can save between each mission, unlike in the first game.

With the success of the original Colony Wars—which sold more than 550,000 copies in the United States—and with the obvious improvements in this stunning sequel, it looks like Psygnosis is building the best space-combat franchise in console gaming. ●

Publisher/Developer: **Playmates** Players/Gears: **1** % Done: **20** Release: **November 1998**

Genre: **Action**

Web Address: www.playmates.com



Capital ships have animated parts—such as rotating, gravity-generating reductions—as well as specific weak points you must target.



Ship Shapes

While the original Colony Wars strapped you into seven space fighters, Vengeance only lets you fly four. But here's the perk: You can now customize your ships, souping them up for the mission at hand. After every few missions you earn power pods, which you can allocate to increase your ship's top speed, maneuverability and shield strength. You can also handpick your fighter's weapons loadout and even customize its paint job (we can't wait to decorate our death-dealing fighters with peace symbols and smiley faces).

It's also worth noting that Psygnosis has a new artist designing the fighters in Vengeance. Instead of creating more of the decidedly Star Trek-ish ships of the first game, the artist—who the game's producer labels a "military buffoon"—has modeled the fighters after real-life weapons, giving each ship a truly lethal shape.





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Publisher/Developer: Capcom
Players/Genre: 1-2 Fighting
% Done: 50
3rd Qtr: 1998

Web Address: www.capcom.com

Pocket Fighter

Super-Deformed Fun



Silly moves, outrageous grabs and big heads...no, it's not the staff of Electronic Gaming Monthly. It's the cast of Capcom's latest PlayStation fighting game, Pocket Fighter (a.k.a. Super Gem Fighter Mini Mix in the arcade). This game is slightly more than the typical Street Fighter rehash—if you think you've seen it all in a Capcom 3D fighter, think again.

The Pocket Fighters are super-deformed versions of their full-grown counterparts. They come from all ends of the Capcom universe: Street Fighter, DarkStalkers and even the low-profile Red Earth. The characters are armed with their standard attacks and Super Combos (Shoryu-rippas and the like, which are performed off Super Matsuri that can be built up nine levels).

The "standard" special moves (Hebais, hurricane kicks, etc.), however, are a bit different in this game than in others of its kind. Every fighter starts off with three special moves at level one power. By beating up your opponent or opening random treasure chests, you can release power gems. These gems come in a variety of sizes (think Puzzle Fighter) and will power up a certain special move—up to level three. As these moves level-up, they do more damage or hits. For example, Zangief's Spinning Piledriver will go up higher and hit harder at level three power.

You play Pocket Fighter with only three buttons: punch, kick and special, making this a relatively simple game to learn. Hitting the Special button will execute a silly but humorous guard crush. Akuma may swing a giant 2x4, Falicia may transform into a Mega Man form and blast you...regardless, these guard crushes will knock an opponent back—they are unblockable—and steal gem energy.

The simple gameplay may provide a novel distraction more than anything, but Pocket Fighter is still entertaining to watch and play. With several options (including one that lets you customize your fighters), lush graphics and



Collecting the different colored power gems will build up your special attacks. Here's Hsien-ko's (Lei-Lai in Japan) level three Ground Ghost Blade.

ridiculous attacks (just look at the screen shots on this page), Pocket Fighter may be the refreshing change of pace Capcom needed in its 3D fighters.



Look out the camera in the background. If you look carefully, you can see a Street Fighter and a Dark-Stalker. Sometimes, Dhalim will even come out to wash the dirty elephant.



Capcom Capcom	1-2 Fighting	20	September 1996
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Web Address: www.capcom.com

Rival Schools

Rival Schools is Capcom's arcade 3D fighting game that was well-received by gamers, in spite of its low-hype, low-key status. Now it's quddy making its way to the PlayStation, and it may have what it takes to uproot Street Fighter EX Plus α as the 3D Capcom fighter favorite.

The game's cast is made up of 14 all-new characters (no Ken and Ryu, believe it or not). They are divided among five high schools, making four teams of three and one team of two. You pick one high school and two of its members to fight with (one main fighter and one substitute).

Think of this game as an excellent mix of SF EX Plus α and X-Men vs. Street Fighter (except you can only sub in your teammate after the fight...for the next round). Your main character has all the Capcom fringe special moves, chain combos (like in Star Gladiator or SF Alpha), counters, air blocking, throws and super combos. You can also call in your teammate for special team combos. These are both offensive and defensive in nature. For example, one team combo may be a Double Spiraling Dragon Punch, another may heal or pump up the super meter of the current fighter.

Although this game has a fresh look and feel to it, it's still a Street Fighter game at heart. If you're a die-hard SF fan (like many of us at EGM still are), and you missed this game in the arcades, make sure you don't overlook Rival Schools. It may just surprise you. ●



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Publisher/Developer	Players/Genre	% Done	Release
EA Sports Tiburon Ent.	1-8 Sports	30	August 1998
Web Address: www.easports.com			

Madden NFL 99

Madden Is Back, And More Polygonal Than Ever

While it took flak in the media for its 3D player graphics, Madden NFL 98 was easily the most realistic football game to ever hit a console system. Why the game wasn't polygonal to begin with is a good question, but EA isn't making the same mistake twice—Madden NFL 99 is now fully 3D.

One glance at these pictures, and you can tell that this year's game is enjoying a hefty aesthetic overhaul, even at this early stage. (It's not even summer and we're talking football already!) EA promises the fully polygonal graphics won't slow the Madden football's signature gameplay, and that once the game is released, it will run at a smooth

frame-rate. Also, the makeover is allowing them to add a host of new player animations such as receivers staring at incoming passes, wrap-tackles and toe-drag animations (when catching balls on the sidelines).

As you might expect, graphics don't comprise the only enhancements Madden 99's excellent computer intelligence is being improved with specific attention being given to improving the running game and the way the defense chooses to cover passes. Additionally, players will be able to make quarterbacks do pump-fakes to any receiver to throw off the coverage, and fake handoffs to running backs at any time. Ball carriers will be able to perform jukes via the shoulder buttons and bad players that try to juke will have bad things happen to them. If you want to get rid of those bad players, maybe you could do something about it in the off season with the

With new 3D player models, Madden NFL 99's player animations are all the more convincing.

new "Franchise" Mode. This feature gives continuity between seasons by conducting drafts, signings and all of the other things normally done during the NFL off season.

Considering that Madden NFL 98 made it into EGM's top 100 games of all time list, all of these major improvements (assuming there are no ill after-effects) are getting us excited about the prospects of the '99 edition. It's still too early to give the in-depth report that we'd like to, so look for more information in coming months. In the meantime, enjoy this rather lengthy sneak peek.



As you can see, players now react vividly, according to where they are hit.

Polygonal graphics allow for cool animations such as this fingertip grab.

The Granstream Saga

Just a few weeks after T1HQ showed off the Japanese version of *The Granstream Saga* to us, we received a near-complete U.S. version. Talk about quick turnaround! All of the voices are already in (and sounding surprisingly decent), and it seems like all that's left now is a big clean-up job on the "Japanglish" text.

Now that we've played a bit into the English version of *Granstream*, we can tell you a little more about the story and some of the play elements in the game. The hero, whose name is now Eon (or at least it is in this version, anyway), is on a quest to find the descendants of four wise men who are the world's only hope at saving four floating continents from plummeting to a watery grave below. The magic power that keeps these continents floating is running out, and without the magic orbs of Wind, Water, Fire and Earth, and some help from the four descendants, it won't be replenished.

Like any other RPG, items in *Granstream* are found in chests and purchased in shops. Leveling up, however, is more of a set process. You don't gain experience from battles (which, as we mentioned last month,

take place on the spot in real time), but rather you'll raise levels at set points in the game or by finding special life-increasing items hidden in chests. This, along with the interactive battles makes *The Granstream Saga* seem a bit more like an action/RPG than a traditional one.

As you can see by the pics here, *The Granstream Saga* has gorgeous 3D graphics. However, this does come with a price—battles are always one-on-one, and as far as we can tell, your party will never visually increase to more than one person, which is all because of potential hardware limitations with the PS. Still, if you're looking for an RPG with a (potentially) very cool story, lasting gameplay reminiscent of the old Ys games, and a cool, innovative battle system, then *The Granstream Saga* will be just what the doctor ordered. Watch for it this June. ●



Granstream's battle system is fairly simple in design, but it's also incredibly polished. Enemies will dodge, jump, use special attacks—even drop their equipment!



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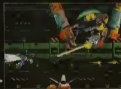
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MONSTROUS END BOSSSES FROM

TURNING YOU INTO SPACE GARBAGE.



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WWF Warzone

Big Sweaty Men In A Ring...

As cheesy as wrestling can be, you can't help but love how over-the-top it is. For this same reason, playing a game based on the weird world of pro wrestling is just as fun. Of course, a nicely done WWF game from Acclaim certainly helps things, too. That's where WWF Warzone comes in.

The first thing you'll notice about Warzone are its beautiful graphics. The characters are of a decent size and extremely detailed. The skins on each polygonal model are taken from real-life pictures of the wrestlers, resulting in a very authentic look and feel. Even when four players are in the ring, the game still moves fairly well. The game is set up much like other wrestling games, with a variety of different modes, ranging from quick-and-dirty exhibition matches to full-on season-long tournaments for the WWF Heavyweight belt. There is also a weapons match, which spreads chairs, tables and other foreign objects about the ring for wrestlers to use.

The characters in the game are mostly from the upper echelon of WWF's talent roster. Wrestlers include Stone Cold Steve Austin, The Undertaker, Ahmed Johnson, Goldust and Owen Hart, among others. The game's sound is sure to be a strong point—the game contains full commentary from Jim Ross and Vince McMahon, with each having a variety of

"Gold Dust, Gold Dust...are you okay? I didn't mean to crack your skull into a million pieces on the poorly padded turnbuckle...or wait, scratch that, yes I did."

Publisher/Developer: Acclaim
Players/Genre: 1-4 Action
% Done: 75
Release: July 1998

Web Address: www.acclaimonline.com



different phrases to choose from given the situation. The game will also have several FMV sequences, including multiple rant videos for each wrestler (worth the purchase in itself).

Another cool option in Warzone is the custom wrestler builder. The name pretty much says it all, but when you select this option, you can literally create your own wrestler from the ground up. If you want a fat, hairy wrestler, you can make him. If you want a guy who wears nothing but a gold chain and army boots (and a pair of undies, of course), he's yours. Then you can save this wrestler to a memory card and use him to whoop up on your friends. Check out www.videogames.com for more up-to-date information on Warzone.



Publisher/Developer: EA Sports
Players/Genre: 1-6 Sports
% Done: 50
Release: 3rd Qtr. 1998

Web Address: www.easports.com

NCAA Football 99



NCAA Football 99's Coaches Camera literally draws the entire play on the field for you.

It seems that EA had a change of heart when it came to developing its college sports. Instead of having its college games use year-old game engines, the games are now being developed concurrently with EA's other sports. The first one to benefit from this is NCAA Football 99.

The most obvious difference in NCAA 99 is that it's polygonal and has wrap-tackles and other things associated with being a 3D football title. But the changes between this

year's NCAA Football and last year's game run deeper than the presentation of the players. Those who played last year's game will remember having an easy time with the game's bad AI, but judging from this playable version, NCAA has gotten a whole lot smarter and more realistic. QB's can now do pump-fakes, running backs can juke at the touch of a button, and defenders cover receivers much tighter.

NCAA 99 will also be chock-full of new features to complement the improved graphics and gameplay. For starters, there's an offensive and defensive play editor that allows you to draw up a play, then immediately practice it on the field. Between this and the new "coaches camera" that lets you see the play diagram transparently drawn on the field (using a shoulder button), it seems like NCAA 99 could teach anyone the X's and O's of the game. There's plenty of other new goodies such as an improved instant replay camera, new play-call interface, and a beefed-up Dynasty Mode that actually allows you to be fired from a team if you do a bad job of coaching it. These are only the tip of the iceberg and we'll fill you in on the rest of the details once NCAA 99 gets closer to release.



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Publisher/Developer: Westwood Studios
Players/Gears: 1-2
% Done: 70
Release: August 1998

Westwood Studios
Westwood Studios

Web Address: www.westwood.com

C&C: Red Alert Retaliation

The Almost- Sequel To Red Alert

After Red Alert was released on the PC, Westwood expanded and improved on the game for more than a year. The result was the Counterstrike and Aftermath expansion discs. Finally, console players are able to reap the benefits of these additions with Red Alert Retaliation, a title that wraps everything into one tidy game.

Red Alert veterans will immediately notice very few changes between this and the original, but they will find plenty of added depth, such as tons of new missions. Instead of breaking them down between the old PC expansion discs, they have been regrouped into separate campaigns. You'll find that these missions are quite a bit more challenging than those found in the original Red Alert, partly because of the game's new units.

New units? Yes—and many of them. The Soviets have developed the lightning-emitting Tesla Tanks and Shock Troopers, added Nuclear Submarines (they can attack land now), and also have Demolition Trucks and M.A.D. tanks that level buildings wholesale. The Allies counter with teleport-capable Chronotanks, Demolition Trucks, and improved defensive capabilities. Suffice to say, it does a lot to change the way the game plays. But, if you want to know if the changes are for the better, however, you'll have to wait for our forthcoming review.



There's something ironic about this Tesla Tank getting shocked to bits by these Tesla Towers.



Powered Up: PlayStation 2, PC

Sony Computer Ent. / Midway Int. | Action | 70 | Jun 99

Web Address: www.playstation.com

Jersey Devil



Ever since Croc and Gex 2 successfully engineered 3D platform games on the PlayStation, the floodgates have finally swung wide open for the genre. One of the first titles that will flow through these gates is Jersey Devil, a really complete platform game with a look all its own.

Creating a distinct look for a game is important to distinguish it from the rest, and the creators of Jersey Devil have opted to fill this need by giving their 3D game a look that is found on a typical television cartoon. The main character of the game is, of course, the Jersey Devil, an odd-looking purple fellow who looks like a cross between a rabbit and a devil. But he isn't the only cartoony element in the game, just about everything Jersey Devil faces is amusing in one way or another. For example, one of the end-level Bosses is a sexy girl not unlike Jessica Rabbit. Once Jersey is wooed by her, she turns into a mammoth monstrosity that attempts to kill him by ramming her belly

into him.

But aside from its interesting aesthetics, the game seemingly doesn't deliver anything out of the ordinary as far as 3D platformers go. Actions basically consist of exploring 3D cartoony worlds, while leaping over obstacles, and tail whipping Jersey's enemies into submission. To progress through the game's 11 levels, objects must be found to open the gate to the next area. Often, (and as usual) a "Boss" will await you at the end of the levels.

Although there isn't much aside from its look that set this game apart from its competitors, PlayStation owners could always use a good platformer—if it indeed, that's what Jersey Devil ends up delivering.

Risk



In case you didn't know, Hasbro Interactive has an odd habit of taking traditional board games and spicing them up with full-motion video, new features and alternate rule sets. Risk is the latest classic to receive this friendly treatment.

This PlayStation disc has two games. Classic Risk is the game most of us are familiar with. Up to eight players can compete on a number of different maps (including the original world map from the board game and a host of new ones). You can change a number of options and rules to fit the game to your liking.

If you don't find Risk a challenging enough strategy game, then you may want to check out Ultimate Risk. It introduces several new facets to the simple Bernula. Now, you must deal with terrain, weather effects, PDWs and rebel forces. You can construct forts, defend capital cities, create alliances, use power-ups, create super troops, choose offensive and defensive formations, set booby traps and much more.

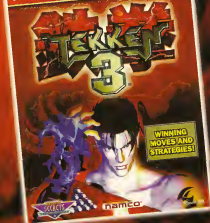
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PLAYSTATION

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Warning: This is a preview of a Japanese title that may or may not be released in the United States. It is designed to run on a Japanese system. Import at your own risk.



Bushido Blade 2

Square's
Sequel Cuts
Even Deeper

When *Bushido Blade 2* hit Japan in late March, it took more than a few fans of the original by surprise. Instead of packing it with enhanced graphics, new moves and all the other bells and whistles we usually see in sequels, developer Light Weight simplified the game's fighting engine and overhauled its one-player Story Mode.

Now, the one-player takes you through various stages that require you to defeat several generic ninjas (in a throwback to *Billy's Smash Mode*) before facing a major character from the opposing clan. You'll also run into support characters who you can control in the following stage. If you die, you simply revert to your main character and proceed as before. Complete the stage

Publisher/Developer: Square Co., Ltd. / Light Weight

Players/Game: 1-2 Fighting

% Done: 100

Notes: New

Web Address: www.square.co.jp



The fighters are more detailed than the original's. Yet—oddly enough—the backgrounds suffer massive pop-up.

as the support character, however, and he/she will be unlocked for play in all modes (including a new *Wooden-Blade Mode* that's modeled after a real-life martial arts tournament). You start the game with six selectable characters, but you'll have as many as 18 once you open the other fighters.

Control is simplified. Only one button is used to cycle through the three attack stances, and there are now two Attack buttons and no Block button (you block by slashing your weapon the same time the enemy does). The damage system has been revamped, too. Arms can still be rendered useless, but leg wounds result in slower motion, instead of *BB*'s hobbled stance.

Square has yet to reveal whether it will bring this sequel to the United States. We expect that announcement at E3, followed by a stateside release this fall. **B**



Publisher/Developer: Square Co., Ltd. / Square Co., Ltd.
Action/RPG
70
3rd Qtr. 1999 Japan
Web Address: www.square.co.jp

Brave Fencer Musashiden



While being touted by Square as an action/RPG, the company's latest creation, *Brave Fencer Musashiden*, is really more of a hybrid platform/adventure/role-player, with elements from all three genres rolled into one extremely promising-looking package.

Shown for the first time at the Spring Tokyo Game Show in Japan, *BFM* stars a young boy named Musashi who carries a big, err, two big swords and travels about in a huge, colorful (and nicely detailed) 3D world. The game at

the show featured three playable areas of the game, each with different objectives and some glib, epic bosses and enemies. By allowing your sword to charge up, you can unleash special attacks, and like any good platformer or action/RPG, you can run, jump, use items, talk to people (there's a lot of voice in the game) and more. In certain areas (like the beginning), the viewpoint changes to an "into the screen" view similar to *Crash Bandicoot*, and presumably there will be other varied camera angles as well during play.

The character designs are being done by Tetsuya Nomura, the extremely talented person responsible for the characters in both *Final Fantasy VII* and *Parasite Eve*, so expect the game to have loads of personality. The PlayStation is painfully lacking in the action/RPG department right now, so *Brave Fencer Musashiden* should make for a welcome addition to the PS library when it is released in Japan this summer. Hopefully Square will bring it to the United States before the end of the year.

Warning: This is a preview of a Japanese title that may or may not be released in the United States. It is designed to run on a Japanese system. Import at your own risk.



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PLAYSTATION



Capcom Generations

Similar to the Namco Museum series, Capcom Generations takes classic Capcom hits and brings them to the PlayStation. The first includes 1982 and its sequels, and the second focuses on the Ghosts & Goblins games. Look for them in the fall.



Tecmo's Deception 2

This one gives fans of the first a whole new experience. Besides being a female, there are better graphics, multilevel rooms and selectable viewpoints.



Tiger Woods 99

With the hot Tiger Woods name attached, TW 99 is sure to please golfing gamers. This one carries the official PGA Tour license and features 15 PGA Tour golfers (including Tiger, of course) and authentic PGA Tour courses.

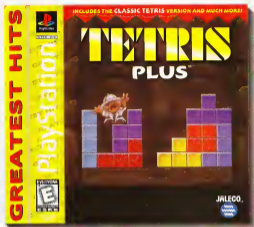


Moto Racer 2

The first Moto Racer received decent scores from the Review Crew—will the sequel have what it takes to be as good? Early info suggests it's more of the same with better graphics. We'll keep you posted.



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PLAYSTATION

Mortal Kombat 4

Mortal Kombat 4 comes home from the arcade. If the PlayStation version is anything like the N64 version, it'll have all the arcade moves, two fatalities per player and deadly, player-specific weapons.



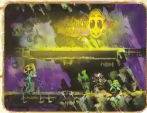
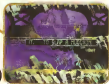
Shao Lin

What's this? A fighting game in which you can play up to four players at once? On top of this unique feature, the game has the standard modes of play, six schools of martial arts and an action/RPG Mode. Look for it from THQ in November.



Abe's Exodus

The sequel to Abe's Oddysee is on its way. Since the original was part of a five-game series, Abe's Exodus continues where Oddysee left off. It looks as if you'll have to save your fellow Modukins once again—this time in all-new environments.





Dam!...

DAM!... DAM,

Dam, Dam,

Dam, Dam.

There's a storm coming, and its name is Wetrix. Here's the deal: You build dams, dikes and lakes and some ambly being from above tries to destroy them with torrential rains, fireballs, bombs and the occasional earthquake. With its killer graphics and variable landscapes, it just may be the most addictive game you'll ever play.

DAM!



That pretty much covers it.



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PLAYSTATION

Thrill Kill



Originally called S&M, Thrill Kill is a violence-ridden fighter featuring a load of strange characters. Multiplatform compatible, this intense beat-'em-up is coming to us from Virgin.



Small Soldiers

Based on the upcoming film from DreamWorks, Small Soldiers from EA has you controlling the characters from the movie in a variety of missions.



Silhouette Mirage

Treasure's innovative 2D side-scroller for the Saturn (available only in Japan) is making its way to the PlayStation with some fancy extras, including at least one new stage and improved online sequences. Working Designs is planning to have the game out this summer. Old-school platform action lives!



Prof. SportsCar Racing

The info on this one is skim, but the name suggests that it's a racer based on the same group that holds professional races on courses around the United States. The licenses are still under negotiation, but the game may feature cars such as the Corvette and the Ferrari, among others.



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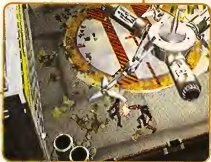
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PLAYSTATION

Dead Unity

Unity is the name of the place, and it's now dead thanks to an evil robotics corporation. Your job is to not only restore peace, but also find out about your own past. Look for it in September from THQ.



Pro Pinball: TimeShock

Originally on the PC, TimeShock pinball is coming to the PS. This game's pretty straightforward—it's a pinball game.



TOCA Touring Car Championship

Developed by Codemasters in the U.K., TOCA Touring Car gives you control of eight touring cars as you race in famous European circuits. The handling and physics engines are reportedly superb. TOCA should be here in the summer.



Rugrats

The Emmy award-winning animated series is making its way into the gaming world thanks to THQ. The 3D adventure game features the cast from the show in a slew of wacky adventures. Look for it in November.



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PLAYSTATION

L.A.P.D. 2100 A.D.

Being a cop is a tough job. Being a cop in the 22nd century is even tougher. Luckily, you have a transforming assault vehicle at your fingertips. Electronic Arts is bringing us this one in the fall.



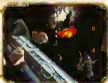
Tomorrow Never Dies

It would be too easy to compare this one to GoldenEye 007, so we won't. Besides, it's on the PlayStation. This title from Black Ops has Bond doing anything from skiing to driving, and pretty much everything in between. The different styles of play should make TND practically five games in one.



Tiny Tank

In this game, you're an unlikely tank hero who must stop a band of evil robots—ground-breaking indeed. From the creator of Ecco the Dolphin, look for it from MGM later this year.



Asteroids

Strange how things work sometimes. We gave you Astro, now Activision is giving all of us an update to Asteroids. As you'd expect, the game's essentially like the original but now in 3D.

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Marc

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Lute. But, as Riko, a rebellion
gives you a ring. No, it's not love. It's
one of the 8 legendary rings you
need to save your decaying planet.*



MANHATTAN

The busiest shopping mall. And a prison. As *Red*, Manhattan is the beginning of the end of your quest. As *Evrika*, this is just the beginning of the beginning.



KOORONG

It's a dirty metropolis and a hub of crime. At *Blac*, this is where you set off on the quest to kill your twin brother. And as the robot *T260G*, your last past forces you to ask such questions as: *Who am I? What is my mission? And, where can I find a good mechanic?*



DEVIN

"I see a shiny new you in your future." Small stalls offer fortune-telling services. This is also where *Blac* and *Evrika* attain some wisdom on the *Rain* quest.



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Burning Blaze yields crystals, which serve not only as your health...



Burning Rangers

It turns out that one of the Saturn's final games to hit the United States is also one of the system's slickest. Recently released in Japan, *Burning Rangers* oozes high-production values. The retro anime, high-res front-end menus and pop soundtrack (which sounds like something you'd hear from one of Sega's arcade racing games) are all top-notch. And the game's visuals—based on a highly modified NIGHTS engine—are among the most spectacular ever pumped out by the Saturn.

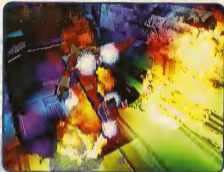
You play one of two futuristic firefighters on a mission to collect crystals and rescue trapped people. The game's set on four maze-like levels, which in turn are made up of individual stages and a Boss stage. The first level is a burning building that's home to dangerous tanks that explode if you let the fire burn around them too long. The second level takes place in an underwater base, which contains sections that you must swim through (you'll even come across a helpful dolphin, although we're not sure if it's Ecco).

The third and fourth stages—both set on a doomed space station—are especially spectacular. Here you'll find areas with zero gravity, forcing you to float your character carefully through burning hallways. All of the levels are home to enemy robots, as well as end-Bosses, which range from fire-breathing flowers to giant robotic fish. As in NIGHTS, you're given a letter grade for your performance after you complete each stage.

Burning Rangers is heavy with Japanese voice-overs. You hear other members of the team chime in constantly with status updates, and you can request radio mes-



Publisher/Developer	Players/Genre	% Done	Release
Sega Segai Team	1 Action	75	May 1998
Web Address: www.sega.com			



A training level kicks things off and shows you the ropes of firefighting.

sages that help guide you to the next fire victim. As cool as the feature is, it's extremely unlikely that Sega will rerecord all the game's dialogue in English. Instead, the game will probably be subtitled.

Set to ship on May 15, *Burning Rangers* is the last Saturn game that Sega will release in the United States. Sega has stated that its final lineup (which also includes *The House of the Dead*, *Pauper Dragon Sage* and *Shining Force III*) will only be available in limited quantities. No more than 5,000 copies of each are expected to hit stores, so Saturn fans looking to get in on the system's last hurrah may not want to sit idly by while the games sell out. ●

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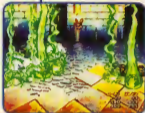
www.thq.com



Lunar 2: Eternal Blue



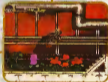
Lunar 2 is coming to the Saturn in Japan in the form of another remake by Game Arts. Like Silver Star Story, Lunar 2 will feature enhanced graphics and sounds, tons of new voice and animation, plus new areas and plot twists.



Why does your Saturn console seem to be on fire? It's not. It's just the cover art for Lunar 2: Eternal Blue. They are not the same thing. They are not the same thing. They are not the same thing.

Dracula X: Nocturne in the Moonlight

Fans of Castlevania: Symphony of the Night for the PlayStation will be drooling over the Saturn port, which features two entirely new stages (with new music), the ability to play as Marla (yes) and more. Unfortunately, it'll never see the light of day in the United States.



Soul Divide

Atlas has a hot new shooter on the way for the Saturn (and PlayStation) in Japan called Soul Divide. Featuring gorgeous 2D graphics, huge enemies and a variety of items and power-ups, it could be one of the big sleeper hits of the year.





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Arcade

PREVIEWS

Sega Rally 2

The Best Rally Ever Gets A Facelift

Sega Rally was released in 1995 and redefined the racing genre almost as much as Daytona did before that. Graphically advanced using the Model 2 board, the animation was absolutely fluid but more important, the game controlled flawlessly. The idea of a "rally" is pretty much off-roading with cars on tracks laid with dirt, snow and in some cases a little pavement. This makes for a "slippery" ride and makes control more of a challenge than in 90 percent of other racing games. Jump to 1998 and Sega Rally 2.

This game runs on the monstrous Model 3 Step 2 board, creating a previously unseen level of graphics and fluid animation. Above that, the control seems to have been tightened as well, making it even more realistic (if that's possible).

Other options in the game include a handbrake for sharper turns (and you will use it), and a rear-view mirror, especially necessary in a fierce competition. SR2 offers six different vehicles to choose from: Corolla WRC, Ford Escort WRC, Peugeot 306 MAXI, Lancia Stratos GTE, Subaru Impreza WRC and Lancer Evolution 4. All of the cars are unique and have different torque and horsepower. Four difficulties make this game more challenging too—they are Beginner, Intermediate, Advanced or Extreme. Probably the best option available in SR2 is the Practice Mode where

Game Directory

• Sega Rally 2

Publisher/Developer	Players/Genre	% Done	Release
Sega of America Sega of Japan	1-8 (via link) Racing	N/A	2nd Qtr. 1996
Web Address: www.sega.com			



there are no other cars, but you are required to beat the clock or it's the end of your game. The other mode is the Championship Mode in case you want the satisfaction of beating your opponent one-on-one.

SR2 is an excellent blend of superb graphics and gameplay. It is a game all future driving games will be held to, and the best part is, it'll be out by the time you read this!



SR2 offers six different vehicles to choose from: Corolla WRC, Ford Escort WRC, Peugeot 306 MAXI, Lancia Stratos GTE, Subaru Impreza WRC and Lancer Evolution 4. All of the cars are unique and have different torque and horsepower. Four difficulties make this game more challenging too—they are Beginner, Intermediate, Advanced or Extreme. Probably the best option available in SR2 is the Practice Mode where



Behind the Screens

At the Amusement Showcase Intl.

As part of an unexpected and reason-unknown publicity stunt, Slash (formerly of the band Guns 'N' Roses) stopped by to sign autographs and try his hand at Sega Rally 2. It was his first try so he didn't fare all that well, especially against avid Sega game player (and Sega employee) Joe Keminkow. Slash did seem to enjoy himself, especially for someone who no doubt was partying until the wee hours of the night before like the rest of us.



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- gamepen.com -

"...a very satisfying game playing experience that shouldn't be missed by any N64 owner that is even remotely interested in flight combat games."

- bird.taponline.com -

"AeroFighters' best qualities lie in its six realistic, highly maneuverable fighter jets (two are bonus jets)."

- NEXT GENERATION -

"This game is one of those ever-green titles that will hang around the system forever."

- Q64 -

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VIDEO SYSTEM



ARCADE

Downhill Racers

Nintendo's newest deluxe machine is entitled *Downhill Racers*. This game is a mountain bike sim that plays not unlike a previous title *Pro Cycler* in that you actually pedal the bike. This game is early and it is unknown when (or if) it will reach your local arcade.



Fighting Vipers 2



Sega's *Fighting Vipers* 2 offers a couple new characters, a new Boss and the same basic gameplay as before. This one feels pretty good so far, reminiscent of *Tekken* and *VF*.



Get Bass

If you like fishing, Sega's *Get Bass* is THE best fishing game ever. Utilizing Model 3 and a very high-tech cabinet, it's as close to real fishing as you can get without actually going to the lake. The pole is hooked up to a motor that pulls the fishing wire when a fish is caught, simulating a fish's movement. Casting is performed by moving a strange N64-style analog around.



Teraburst

Based on the popular *Operation Thunder Hurricane* game, this Konami shoot-'em-up has an alien theme. It's not unlike Sega's *Gunblade N.Y.* where you hold a large rifle, and spray all visible opponents with lead. The game should be out within a couple of months.



Real Bout 2

A change from the previous titles, *Real Bout* 2 features a new motherboard called *Neo Giga*. This means Neo games can now be up to a Giga in size, and this is a whopping 600 Mega! The increased size enables SNK to have 22 characters in all (four new from the previous title) as well as more detailed backgrounds and a "Sway" feature (two planes to fight on).



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June 1998

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PLAYSTATION

Batman & Robin	Acclaim	May	Action
Breath of Fire III	Capcom	May	RPG
Einhänder	SCEA	May	Shooter
Elemental Gear Bot	Working Designs	May	Light Gun
Forsaken	Acclaim	May	Action
Gran Turismo	SCEA	May	Racing
Hot Shots Golf	SCEA	May	Sports
Major League Soccer	Take 2	May	Sports
Risk	Hastrow Interactive	May	Strategy
Road Rash 3D	EA	May	Action
Running Wild	Universal Interactive	May	Racing
Team Lost RC Racing	Fox Interactive	May	Racing
TimeShock Pro Baseball	Empire Interactive	May	Action
Vigilante 8	Activision	May	Action
World Cup 98	EA	May	Sports
Asura Dreams	Konami	June	RPG
Bio R.E.A.K.S.	Midway	June	Fighting
Cardinal SYN	SCEA	June	Fighting
Crime Killer	Interplay	June	Action
Dead Ball Zone	GT Interactive	June	Sports
Fox Sports Interactive Golf	Fox Interactive	June	Sports
Fox Sports Interactive Soccer	Fox Interactive	June	Sports
Granstream Saga	THQ	June	RPG
Jersey Devil	SCEA	June	Action
Mega Man Legends	Capcom	June	Action
Mortal Kombat 4	Midway	June	Fighting
N2D	Fox Interactive	June	Shooter
Off-Road Championship	Midway	June	Racing
WarGames: Defcon 3	MGA Interactive	June	Action
X-Men vs. Street Fighter	Capcom	June	Fighting
Constructor	Acclaim	July	Simulation
Hardball 6	Accolade	July	Sports
Silhouette Mirage	Working Designs	July	Action
Tomba	SCEA	July	Action
WWF Warzone	Acclaim	July	Action
Bass Masters Classic: TE	THQ	August	Sports
Branswick Circuit Pro Bowling	THQ	August	Sports
C	Konami	August	Action
C & C: Red Alert Retaliation	Westwood Studios	August	Strategy
Heart of Darkness	Interplay	August	Act/Adv
Master of Masters	ASCII	August	RPG
Rubic	Atari	August	RPG
Redline	Accolade	August	Action

SATURN

Burning Rangers	Sega	May	Action
Shining Force III	Sega	May	RPG
Magic Knight Rayearth	Working Designs	June	RPG



Acclaim's WWF Warzone will be coming to the PlayStation and the N64. Contrary to our previous reports, both versions will support four-player multiplayer.



Activision's Twisted Metal killer looks great so far. Vigilante 8's physics behave realistically, the frame-rate is high, and the attention to detail is impressive. Look for this PS game soon.

Is it possible the release date for Mission: Impossible is for real? Hopefully, since the game sounds pretty damn cool. Check out the preview in this issue on page 40 for more info.



NINTENDO 64

Aerogauge	ASCII	May	Shooter
All Star 88 99	Acclaim	May	Sports
Bio R.E.A.K.S.	Midway	May	Fighting
Deadly Arts	Konami	May	Fighting
Forsaken	Acclaim	May	Action
Mike Piazza's Strikezone	GT Interactive	May	Sports
MLB Featuring Ken Griffey Jr.	Wintendo	May	Sports
Virtual Chess	Titus	May	Simulation
World Cup 98	EA	May	Sports
Banjo-Kazooie	Nintendo	June	Action
Bust-A-Move 2	Acclaim	June	Puzzle
Cruis'n World	Nintendo	June	Racing
Pyling Dragon	Natsume	June	Fighting
Ngg's Reckin' Balls	Acclaim	June	Action
Mission: Impossible	Infogrames	June	Act/Adv
Mortal Kombat 4	Midway	June	Fighting
Quest 64	THQ	June	RPG
Webix	Infogrames	June	Puzzle
GT City Tour	Infogrames	July	Racing
World Grand Prix	Video Systems	July	Racing
WWF Warzone	Acclaim	July	Action
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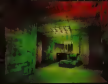
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Dino-Might!



turok 2

seeds of evil

We visited the Iguona team for some hands-on game time with Turok 2. What we saw was a spectacular sequel that does more than take the dino-hunting hero out of the jungle—it's also one of the first titles to really tap the N64's considerable power.

By John Davison

Turok's home, for the next few months at least, is the offices of Iguona in Austin, Texas, where the team responsible for the 3.3 million-selling original is hard at work preparing this much-

anticipated follow-up for a late-summer release. Our arrival at the Iguona offices revealed a parking lot filled with obvious signs of success. A pair of NSXs sits next to a plethora of luxury-mobiles—Lexuses, BMWs and many decadently equipped 4x4s. Moving into their lobby, the lazily imagery is more than apparent (as long as you ignore the squashed lizard road-kill we stepped over in the parking lot...a nice touch, if unintentional) as huge scale-like motifs adorn the glass walls, hiding the rooms of talent beyond.

Iguona's offices are a warren of corridors and offices seemingly entirely upholstered in purple plastic and voluminous black leather. Each of the firm's many teams has its own vast area of space with meeting rooms, kitchens and offices, all linked in a sort of coders' community that can sustain them for days on end without any real need to go outside. There's a huge lunch room, a well-equipped gym, cupboards full of food and drink, TVs, videos and lots and lots of toys.

Somewhere that feels like it's probably in the middle of all this is the Turok area—and tucked into the corner is Turok 2 project manager David Dienstbier's office. Wildly enthusiastic about his new project, he immediately wants to

demonstrate just how much better the new game is than the old one. An original Turok cart is slapped into a nearby N64 and the now-familiar first level flashes on the screen. A soldier runs toward us and falls, gripping his neck. We watch the first raptor buy it. Then the cart is torn from the machine. Moments later, the N64 development station is revved up and we're treated to the first level of Turok 2, along with Dienstbier's running commentary.

Turok 2 Project Manager David Dienstbier

"The obvious challenge was the inherent problems involved with doing a sequel," he begins. "You're a year later, the market's become more saturated with games and people may not be into your game anymore. We had to sit down and really think out how we were going to attack this. First we needed to decide what was wrong with the original Turok. We had to fix those problems and then see what we can do to make the new game twice as exciting. The first thing you'll notice is the visual stuff. When



you see Turok and Turok 2 side by side you see how dramatically different they are."

He's not kidding, either. Level One is a visual feast of clever effects and imaginative design. Turok begins in a harbor, on a jetty with a huge gallean docked to one side. Moving forward into the city, Turok finds himself in the middle of a war. As he advances, boxes and buildings explode all over the place, leaving trails of fire and debris in their wake. Cool lighting effects spatter every nook of the terrain. "When you begin the level there's a lot of environmental stuff going on," Dienstbier continues, "and there's a lot of interaction with the environment. You'll hear lots of screaming and shouting and see people running around—and you'll notice that the graphics are very different from anything you've seen before. The lighting is used very effectively. There are subtle shadows and flickering light sources to add to the atmosphere. We're using real-time shadows on



every creature in the game and not finding any discernible hit on the frame rate. Everything is lit according to the light sources in the room and it gives everything a much more solid and realistic look."

But amidst all this spectacular eye candy, one famous N64 "effect" is conspicuously toned down: *Turok 2*'s slices may be a bit messy at times, but you never see the oppressive poisonous fog of the original game. "What we've done is make the fog purely environmental and atmospheric effect," Dienstbar says, pointing to the first level as an example. "This city is a coastal city in the early morning, so we've brought the fog in a little bit to give it that atmosphere. You can see five times as far in *Turok 2* than you could in the original."

Trigger Effects

Farther into the level, the scenery begins to discernably shake. What the hell is that? "This halfway collapses as you walk toward it," explains Dienstbar, "and you'll see all of these cars exploding and things flying through the air. All of this stuff causes lighting effects too—so you get a very oneratic and realistic look."

He's right. The impression of a living environment is portrayed very effectively. But we've only just begun to see the game's bag of cool new tricks. As we move further along, some of the new weapons make their first appearance. "All of the weapons in the game make use of real-time lighting and particle effects," Dienstbar continues, "so you see muzzle flashes and wisps of smoke whenever a weapon is used. In places there'll be firefights in really



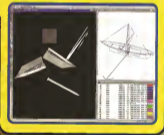
dark corridors where the only source of light comes from the guns, so we're going to get some very Alien-esque scenes."

The man is clearly very impressed with what his team has been able to do. "You'll notice that our torch light actually flickers and that our reflective surfaces actually reflect," he says, "so if you look at the ceiling above the reflective water you'll see the light dancing around very realistically. We have one of the most experienced Nintendo 64 development teams on the planet in my opinion, and if not the most talented bunch of artists on the platform, then at least one of them, I haven't seen

anything close to what we're doing here with *Turok 2*, certainly not on N64. There are even things on PC with high-end graphics accelerators that don't match this."

Bigger is Better

So it's one of the first games to push the N64 to its limits then? Seems pretty early in its life for that kind of thing to start. "We tore the engine apart and optimized it to the point where we could incorporate so much new stuff," Dienstbar explains. "We have cool lighting, and an improved geometry engine. This is still the same basic engine from *Turok*, but



we've pushed it and changed every aspect to try to get the most we possibly can. The machine could handle more, but we'd have to go back and completely re-engineer the whole thing from scratch, which we just

"I haven't seen anything close to what we're doing here with Turok 2, certainly not on N64. There are even things on PC with high-end graphics accelerators that don't match this."

don't have the time to do. The game is 40 Mb this time—that's a soft-Mb cart, twice the size of the original Turok."

Moving on, we discuss some of the major differences and design changes. "The idea is to create a couple of different things," he says. "Turok was a 'go into a level, find the keys and then leave the level' linear kind of thing. Turok 2 is far

more of a mission-objective-based game with some influences drawn from Mario and Zelda. It's now absolutely necessary for the player to explore the environments and sometimes even go back into areas he's already been. The player has to be very thorough. There's a lot of re-exploration. You're going to have to make a lot of notes. In Turok we used lots of visual clues, like looking over ledges to see areas that you obviously needed to go to. In Turok 2 this is even more important. The player needs to be fully aware of the environment."

So what can we expect from the new missions? Danstiber says they pick multiple objectives and are very story-driven. "One of the first mission objectives is to free some trapped children from somewhere in the city," he says. "The defenders are pretty much getting their asses kicked and whenever you see them they'll be in the process of dying—but somewhere are these kids. Now this is right at the beginning and is a relatively simple objective. As the game progresses as we'll introduce new elements. That's something that we've learned from Miyamoto: Start things off simple and gradually add to it as you progress. Later objectives will make for more use of the dynamic environments."

THE STORY SO FAR

After using the Chronoscepter to defeat the Campaigner in the original game, Turok realizes that the device is too dangerous to exist. In an attempt to save the future, he travels to the largest volcano in the Lost Land and throws the Chronoscepter in, destroying it. (Like he couldn't just break it over his knee or something. Noooo, he's Turok—he has to throw it into a volcano.) Still, there are repercussions for such grandiose actions.

Unknown to Turok, the Chronoscepter was originally built from parts of a spacecraft (not necessarily the first thing you'd expect, but you can never tell these days), whose origins can be traced back billions of years to a crashed ship lying dormant at the heart of Lost Land, with a single occupant trapped inside. By destroying the scepter Turok has unwittingly released the Primagen, a nemesis who is the embodiment of the Lost Land, a being of vast power whose alien body, mind and soul have merged with the fabric of the land. His destiny is inextricably linked with the Turok lineage.

Now, Joshua Fitzreed, the latest Turok (and understandably pissed off with his predecessor for being so stupid!) must destroy the Primagen in order to save the universe. Though still trapped within his craft, the Primagen has used the power of his mind to affect simple creatures (Taco Bell: dive-thru workers are notable in their absence) from around the Lost Land in a way that will make them serve him.

Aware that the Primagen is a threat, the elders of the Lost Land—called the Laurus Concordance (silly name, important job)—have erected vast energy totems in critical areas of their realm. These totems and their immense power keep the Primagen imprisoned. But as his power increases and his servants swell in number, the totems are under threat from attack. Turok's job is to protect the totems before traveling to the spacecraft and killing off the big bad guy



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A Whole New World

Speaking of environments, what can we expect this time? Is it more of the same jungle and temple stages of the original? This question catches Densitler on something that is clearly close to his creative heart. "There is no jungle level in this game," he says. "One of the first rules I set down when we started was this game was to break new ground. I didn't want to see us repeating ourselves and just doing what you tend to see elsewhere. What you often find with sequels is that you just get a cookie-cutter sequel. We want to outdo ourselves."

As we move through some of the other, less-complete levels in the game, it's immediately clear that *Turok 2* is very different from its predecessor. As the levels unfold, there's a definite sense of progressing through different domains. "The first two levels are slightly different as you are pursuing this force through the environments," explains Densitler. "By level three, though, the player is thrust into environments that are

the domains of the individual creatures. *Turok* travels to lands where the creatures come from and you'll see unique graphics sets that represent each of these environments.

We have dark underground caves, primitive caves, alien environments. There's even a level set on a space ship. All of these are completely unique, and each level looks completely different in terms of its geography, the textures and the creatures that roam around

In *Turok* we shared graphics sets between levels. In *Turok 2* there's none of that. Every level looks unique, and also you'll find that each level has its own indigenous species of enemy that's unique to that level."

Some of the levels really are spectacular. As we walked around Igusa's numerous offices of graphic artists, programmers and animators, we were treated to some truly wondrous creations. We saw vast, dark caverns flowing with extremely convincing-looking water and filled with dark vegetation. We saw fantastic alien spacecraft with huge chambers, long winding corridors and computer screens at every junction. We saw cavernous insect egg chambers filled with pulsating larvae and acres of straight-from-*Alien* pods. All the environments make dramatic use of lighting and particle effects along with some stunning examples of transparent textures. The alien levels, for example, feature walls with curved, bulbous windows, behind which you can see other animated textures. Most impressive though will be the insect larvae squirming within their transparent egg sacs. Gross? Sure. Cool? You betcha.

Nice Ass

"Oh...there's something else you need to know about," Densitler adds. "*Turok* has a special friend this time around who acts as an advisor to him. Her name is Adon, the 'Spakker

"Obviously we're aware that the cool (weapon) effects were very much a part of the original, so you can expect some cool guns."

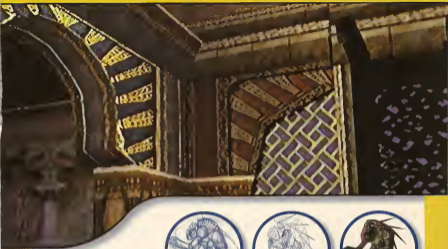
of Forever Light," and she'll help *Turok* out, tell him what he needs to be doing, help him save games—even provide some health or ammo. She's not actually an in-game character, but she is an integral part of the game. She tells you the story basically. I'm really very happy with the way she worked out...and she has a really great ass doesn't she? Look at that."

An early model of Adon is brought up on Densitler's PC. "She's not going to be there to baby-sit you," he says, "and I want to make sure we control her in such a way that there's a discernible relationship between her and the player. There won't be any romantic entanglement crap—she's just going to be a friend that you depend on."

A Question of Self Control

Another issue that is doubtless on the minds of anyone who's a fan of the original *Turok* is, "Are there going to be more control options this





ENEMY MINE



Turok was notorious for its gory deaths and fabulous animations—so you'd expect more of the same in the sequel, right? "In Turok we had two classes of death: regular deaths and violent deaths," explains Dienstbier. "This time we have three classes: regular, violent and extreme, where you can find huge chunks of the enemies being blown off with blood and gore and stuff just flying everywhere. It's a lot more to do with bodily dismemberment."

Fortunately, the team is taking care to make the combat as realistic as possible, too. "We are generating impact flinches in real time this time around," he says, "and we're calculating impacts based on the geometry of

the enemy. A shot to the head will do more damage than a shot to the shoulder." Also expect to see even more of the amazing death animations that made it so much fun to blast baddies in the original—although Dienstbier promises the effects won't be overdone. "If you use the bow and fire an arrow at an enemy, the guy will flinch and you'll see the arrow actually sticking out of him," he explains. "Now, we don't want to do any 'low, you shot me in my big toe' animations like in some other games, but we do want the creatures to react to where they've been shot. We just don't want to break the rhythm of the game. That's really important to us..."

It's not just the way foes react after being shot that's changed; enemy AI is much more advanced, too. Now there's a hierarchy within each race—noticeable leaders who control groups of creatures as they attack. Some will ambush you as you go about solving mission-related problems. Others will simply try to overpower you with sheer numbers. "You have to be clever with a lot of the creatures in the game," says Dienstbier as we round a corner to be faced by a pack of raptors. "With a lot of the more vicious guys, you're not going to out-run them. Creatures like the raptors are bigger, faster and more violent than the player. You have to get yourself into a position where you can kill them, but they can't get you."

The AI extends beyond basic behavior, though. Enemies incapable of ranged attacks will dart in close and attack you hand-to-hand. And get this: Some can even unleash combos, Killer Instinct style, complete with finishing moves. But what about Bosses? "Oh yeah," Dienstbier adds. "You wouldn't believe the Bosses we have. They're huge...and much more intelligent and dynamic than they have been before. We don't have them all in place at the moment, but we've really outdone ourselves."





time?" There are clearly two schools of thought on the subject—those who prefer the Turko setup versus those who prefer GoldenEye's control—and the team has taken both into consideration. "As far as we're concerned," Dierstber explains, "it's pretty clear cut what is going to give the player the best control of the game. For me, even when I play GoldenEye I always switch it to the Turko layout. It's just that it gives you everything you're going to need to play the game effectively. There are places in both the original Turko, and more importantly in Turko 2, where you need to be able to look around freely while moving, and especially with the new Sniping Mode, the player needs more freedom with controlling the views. That said though, we can't ignore the demand for different control systems, because GoldenEye was such a hit. We're not going to be able to give the player the freedom to configure each button...but there'll be a selection of different layouts provided with the game."

Multiplayer?...Yes!

So we've seen the huge new levels, the incredible environment effects, the control schemes and a great ass. Now, finally, we get to the question everyone wants to ask about Turko 2: Will it have a Multiplayer Mode this time? "Here is the 'official' deal," Dierstber begins. "It will feature a single-player Quest Mode as well as several different types of deathmatch play. These include 'Bloodlust' deathmatch (an every-man-for-himself kill fest) and team Bloodlust, in which players can play in two-on-two, two-on-one or three-on-one type teams. 'Flag tag' is an all-new game mode that promises to make T2 the best party game around! One player is 'it'

"This time we have three classes (of death): regular, violent and extreme, where you can find huge chunks of the enemies being blown off with blood and gore and stuff just flying everywhere. It's a lot more to do with bodily dismemberment."

and must search out the others to kill them. The hunted must find predetermined safe-spots, whereupon another 'it' is chosen randomly. Here's the catch, though—the hunted have no weapons whatsoever. And to make things worse, they have targets painted on their backs.

"Characters for the multiplayer stuff will



LETHAL WEAPONS

obviously include Joshua (Turok) and Adon, along with a Pur-Urn (the large ogre-like creatures from Turok and Turok 2); a Sixth, which is a kind of undead Pur-Urn that slogs around the place; a Flesh Eater, who will be a point-for-point match with Turok, and Gant, a dinosaur creature. Finally there will be a hidden character that will probably be a Raptor. In addition, expect lots of cool power-ups, weapons, etc., that can ONLY be found in our death-match game. The level graphics will indeed be more basic in design (less geometry than the single-player environments) in order to ensure fast, smooth multiplayer gaming fun. We are really excited about our four-player capability. You can expect it to be the best on the N64 by a long shot!"

Out-GoldenEye GoldenEye?

Now that's one heck of a claim, especially considering that arguably the best multiplayer game currently on the N64 is another first-person shooter, GoldenEye 007. So obviously we have to fire off the final question—have any other games influenced the way the Turok concept has advanced? "We don't want to get into a situation where we're trying to out-GoldenEye GoldenEye," Diestler says. "They have that game and we have this. One of the mistakes people often make is, say, to try to out-Quake Quake. It's like trying to out Id Id. We just want to make a marked improvement over our original game."



The original Turok's levels and enemies were impressive, sure, but it was really the game's immense arsenal of way-cool weapons—and their dazzling special effects—that drew the most oohs and aahs from players. Now, the Turok 2 team clues us in on the few weapons they're prepared to unveil before the game is released. "You'll see that the knife is gone and has been replaced with this kind of glove/talon thing that you wear on your arm with these two nasty-looking claws sticking out," Diestler explains. "You'll have the pistol and the shotgun like before, which have just been beefed up a bit, as well as some cool particle effects like smoke and muzzle flashes when you fire them. Then you have the normal bow and Tek bow, which look pretty much the same as before. The Tek bow is a much more powerful weapon than before, though."

"Next we have a tranquilizer gun which is pretty cool because it can drop an enemy without actually killing him. And there'll be some parts of the game where the player won't necessarily want to kill a creature. For example, there's a room where the player will find he has to open a door using a pressure plate—but if you step off the plate, the door closes."

What you can do is shoot an enemy with the tranquilizer when he's standing near the plate and he'll fall onto it. Because he doesn't die, he doesn't disappear, so he'll hold the door open for you."


"Further along we have the Firestorm, which is the replacement for the minigun in the first game. We have a few others which we haven't decided on yet. Obviously we're aware that the cool effects were very much a part of the original, so you can expect some cool guns."

After much cajoling we did manage to see (very briefly) a number of other weapons that really show off the graphical power of the N64. A flamethrower (which may not end up in the final game) spews forth a blast of spectacularly realistic flame by making use of the game's powerful particle engine—a method by which flames, water and smoke can be accurately modeled by simulating the "particles" within the effect.

The final and most spectacular weapon we saw was the new-and-improved rocket launcher. Now, six rockets at a time whip out anime-style before hitting their target, sequentially bouncing it into the air as it explodes and shoots out gorgeous rings of flame. Yes, you want cool weapon effects, you definitely get them in Turok 2.







Rule #1
You never want to be on
somebody else's poster.

You're in the pros now baby. Kobe Bryant in NBA Courtside. Hyped by N64. So all the players got mad skills. And butter moves. Just like they do in the NBA. It's legit. You can feel it. You. Plus three other ballers. But you better represent. Because the last thing you want. Is somebody like Kobe putting shame in your game.



Kobe Bryant in
NBA
COURTSIDE



Review Crew

EXCELLENT
10

9
8
7
6

AVERAGE
5

4
3
2

CRAP
1

OUR PHILOSOPHY

EW rates games based on how they compare to other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 1.0. This is the kind of game you want to avoid at all costs. It's pure CRAP, as our scale (allegedly) explains, in the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, isn't it?



Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an A-0 receive Silver Awards



Current Favorites

Tekken 3
Emblem
Breath of Fire III
Hot Shots Golf

Favorite Genres:
RPGs, Action



Crispin Boyer

Cris wanted to use his box to squeeze in more Tekken 3 comments, so here goes. The CG intro and endings are as cool as Tekken 2's (and still you see Withag's super-dilly feasts). All the arcade's great poses, rolling combos and shadow outfits are intact. The musical menu is incredible. And the Theater Mode—what is way slicker than the one hidden in Tekken 2—is the ultimate thank you to Tekken fans.



John Davison

Expressing the very extremes of emotion that reviewing games for the Review Crew can induce, John is still reeling from his time with VR Sports Powerball Racing and Pitfall 3D. Having judiciously savaged them both, not even a trip back to his native England for next month's super-secret exclusive cover story (and a good cup of tea) could bring his anger at their creators.



Current Favorites

Pitfall Dragon Spin
Rival Schools: VR
NFL Blitz (r/rad)
Death Tank Zero

Favorite Genres:
Strategy, Puzzle

Dan Hsu

Show has been steady climbing up the NFL Blitz rankings. He's currently #5 overall among the entire office (including EMM and EMM). He was so glibly Judd King slapped his 10 game on him. So an angry and confused Show proclaimed that he could beat King in a game of Pitfall Dragon Sage any day. Uhh... Show? He fails to be the ones to tell you this, but Pitfall Sage is one-player RPG.



Current Favorites

Tekken 3
Rival Schools
Emblem
Road For Speed III

Favorite Genres:
Action, Adventure



Kraig Kujawa

Likely, Kraig has decided to expand his gaming horizons a bit, and welcome into the world of Non-Playing Games. Thankfully, he's had a pretty good time rediscovering the genre, even though he's increasingly annoyed by the roughly translated stories and lamest "but me, then I'd be you" combat systems predominantly found in those games. Oh well... every genre can't be perfect, can it?

Current Favorites

Pitfall Dragon Spin
Emblem
NFL Blitz (r/rad)
Breath of Fire III

Favorite Genres:
Sports, Strategy



Current Favorites

Pitfall Dragon Sage
Tekken 3
Emblem
NFL Blitz (r/rad)

Favorite Genres:
RPGs, Action

John Ricciardi

Between daily bouts of NFL Blitz with the rest of the staff and seemingly endless Tekken 3 battles with Crispin and the other Tekken addicts, it's a wonder that John gets any sleep these days. He's already headed on another vacation (Italy, huh), but he's looking forward to dipping into Azure Dreams, Grandstream Sage and Ninja Man Legends when he returns (whenever that is...)



Kelly Rickards

With summer arriving and the addictive NFL Blitz finally out of his system (not always true), Kelly has rediscovered himself at the local arcade in search of the "Next Big Thing." Capcom's Rival Schools is still his favorite, but with rumors of Sage's new arcade being around and Nits of an arcade version on the horizon as well, Kelly is keeping an ear to the ground. For now, he'll pass the time with the PS Rival Schools.

Current Favorites

Rival Schools
Road For Speed III
Pitfall Fighter
NFL Blitz (r/rad)

Favorite Genres:
Fighting, Racing



Current Favorites

Pitfall Dragon Sage
100% Snowboarding
Tekken 3
NFL Blitz (r/rad)

Favorite Genres:
Action, Adventure

Shawn Smith

Ever since Shawn saw the big Lebeche he has wanted to grow his hair and (quite long, near his robe around town and drink H&M is full out at carports at the grocery store. It's like he's obsessed or something. In fact, he's been calling game companies and asking if they'll make a big Lebeche game. Let's hope he repeats his sanity. Or another safe, check out Shawn's review of Pitfall for a surprise.



Sushi-X

Sushi's sure he'll take ribbing from readers who think he's too set in his ways (as his review of Tekken 3, in which he admits he'll always prefer 2D fighters), but the X-man's not about to apologize. He says why lighter that he's reviews get by with random button mashing will never be less in his book. And next 3D fighters, he says, if that description. Right now he's playing for a Katsuo part at SF III.

Current Favorites

Street Fighter Collection
Pitfall Dragon Sage
Street Fighter EX 2 (Arcade)
Tekken 3

Favorite Genres:
Fighting, RPGs

1080° SNOWBOARDING



Publisher: Nintendo
Developer: Nintendo
Released in: Q4/96

There really isn't much wrong with 1080° Snowboarding. The overall graphics are the best on the system, and all the problems I have with the cart are minor. Note that it takes a LONG time to master the controls—and you'll have to master them if you expect to beat the game. Maybe it's just me, but the game's Expert Mode leaves little room to screw up. When playing, I get annoyed when I seem to be perfectly lined up to land, but I end up flipping over for no apparent reason (even after the experience of so-play). Another minor problem is the hit detection. Once in awhile I'll come close to a rock and still hit it even though I didn't seem to be that close. This seems like nitpicking, but when you're trying to win a race, every little nitpick can count toward your possible loss. Also, don't expect much from the 2P Mode—it could be better. Still, as you can see, these problems don't affect my score all that much. And yes, there are plenty of good points. The graphics are magnificent. When you're coming over an edge and the sun goes up, causing lens flare just as powdery snow blows in front of the camera—it's just awesome! When you take the graphics and put them with the incredible sounds and Nintendo 64 support, it seems like you're actually on the snow in 1080°.

Shawn

1080° Snowboarding is like the icy equivalent of *M. vs. Pac-Man*, but with less chaos and a much more fun (and potentially frustrating) learning curve. The mechanics are beautiful, and the control is almost perfect, but with only six courses total and a select few events to repeat, you'll be begging for more after just a few days of play. Still, the two-player mode is fun, and what 15 bits is no reason, if it isn't was, to go.

John R

1080° is a decent game (and a lot less stressful than *Ice Climber*), but it's still not for me. The music is a solid 7, intuitive controls and lots of variety. But all the novelty would've faded. The half pipe is the only one that I really loved, sorry folks in the best part of the game. I would've liked to have seen a multi-player race that featured tricks. A four-player mode would've been nice as well. Oh—never, it's not bad.

Dan

While 1080°'s controls appear to be obvious, it's not until you realize some of the subtleties of the game that it's truly proved itself. The controls are virtually flawless—while the boards are hard to control at first, the game makes you feel rewarded whenever you make a jump. Coupled, this with the incredible way the Nintendo 64 conveys the different textures and you're almost pulled into the world of 1080°—it's a truly awesome experience.

John D

WORLD CUP 98



Publisher: Electronic Arts
Developer: EA Sports
Released in: Q4/96

So what's different this time? Well, World Cup 98's graphics seem a bit better than before. They're no longer fazed by headers and seem to react a bit quicker to the action. There are some adjustments to the moves that the player's can make too. It's now easier to stop the ball running off, but most importantly the whole tackle system has been overhauled to stop the game from descending into a sliding tackle fest. As you'd expect it's an international affair, and the attention to detail is impressive throughout. The French stadiums are all beautifully rendered and the teams are all wearing the correct 1998 strips. A historical game feature opens up once you've taken a team through and won the Cup that allows you to play famous matches from history. Some of these are even presented in black and white and have Kenneth Wolsten-Holme commentating (the man who said, "They think it's all over", guys?). The controls are still a bit tough to get used to—and this is mirrored further by the fact that the N64's Control Pad just wasn't designed with this kind of thing in mind. Passing is still a bit erratic—but, at least you can pass into space and hope the player select system nullifies what you've done. It's still not as good as a team like the USSR—but this is definitely the closest EA has come so far.

John D

I can sum up this review real easy. Read my 104,700+ word to World Cup 98 review (Google it). This is basically the same game, touched up with a few negligible enhancements. The game is still 200 STRIKES, and the goals still are confused (although since when?). Don't get me wrong. It's still the best soccer game that EA is capable of off with this overrated update. If you own RWRC 96, subtract seven points from my score.

Dan

World Cup 98 is only a marginal improvement over *World to World Cup 96* (which was released just a few short months ago). EA should've just incorporated all of WC's features into RWRC in the first place and saved general's goodness or so. But to be honest, it's still a great game, and if you don't own RWRC, highly recommend it. The In-Game Management feature is a nice addition, and the new Olympic Mode is good.

John R

Sports' slightly improved graphics, same old presentation, this is a bit more polished version of RWRC. On the other hand, a few things have been removed such as indoor soccer. But what's annoying is that they didn't improve some of the things that brought it off, such as the game's bugs. There's no excuse—if RWRC is the best, it's not fair to say that RWRC is less. If you don't own RWRC 96, I wouldn't buy it.

Kraig

AGH: ATARI COLLECTION 2



Publisher: Midway
Developer: Digital Eclipse
Released in: Q4/96

I've always been a big proponent of collectors' collections. After all, you get several games on one disc, usually for a very reasonable price. The Atari Collection 2 is one of the better ones out there. All the games were fairly popular in their time: *Crystal Castles*, *Marble Madness*, *Roadblocks*, *Gauntlet*, *Paperboy* and *Missile Command*. All of these games when I was a kid (except never was a big Paperboy fan—maybe because I was never good at it). **Playing these today give me that warm and fuzzy nostalgic feeling.** Thankfully, Midway and Digital Eclipse were kind enough to support every peripheral you'd ever need for these six games. You can use the game mouse, the Dual Joystick, motion and even steering wheels with pedals. Best of all, you can use the motion to play *Four Player Gauntlet*, my favorite game in the bunch. If only more game purists were willing to provide this kind of support. All of these games play just as good as the originals, making you feel as though you're reaching a collector's for the old-time games. Working. If you're too young to remember these classics, then you probably won't see this compilation. These games aren't really fun nowadays. They're strictly there for an old timer's sake. Unfortunately, assuming you like these games, you can't get back to the collection yet.

Dan

This collection looks good on paper—until you sit down and play these classics that all, one fine, seemed so amazing in the *Atari Roadblocks* and *Crystal Castles* CD, but they're not exactly hit pieces. **Crash is a waste of space.** Although there's *Super 8* for extra fun, it's an old timer's sake. Unfortunately, assuming you like these games, you can't get back to the collection yet. In the words of a wise man: *Crash is a waste of space.*

Cristian

This is a pretty solid compilation pack. But really, all the games that appeal to me are available on N64 and especially on the Game Boy and the other Review Crew's had a good time with it, and it was good to see *Marble Madness* again, but I found it more having the trouble rates it for me. Basically, if you like what's in the pack, get it. Otherwise, it would have been better to see extra inclusions like *Marble Madness* on N64.

Kraig

What can I say, classic games hold a special place in my heart, and this pack is a pretty damn good one. The game selection offers a good mix of fun, adventures, racing, driving and puzzle titles, and each game looks and sounds very well preserved on the cartridge. For the majority, it's worth the price of the disc itself. However, I would give it a 3.5 instead of a 3.5. I would still love to see *Street Racer* in this pack.

Kelly

Number Of Players: 1-2

Best Feature: Stunning Graphics

Worst Feature: Very Tricky Controls

www.nintendo.com

Number Of Players: 1-4

Best Feature: Fantastic Graphics

Worst Feature: Samey System

www.easports.com

Number Of Players: 1-4

Best Feature: Four-Player Gauntlet

Worst Feature: Weak Intro

www.midway.com

EINHÄNDER



Publisher: Sony Computer Entertainment

Developer: Square

Featured in: IGN #26

Without a doubt, the first thing you'll notice about *Einhänder* is its beautiful presentation. Although it plays like a 2D shooter, *Einhänder's* 3D aesthetics are absolutely top notch because it captures not about its polygonal graphics. The environments are stunning and the enemies are rendered to near-perfection. Because they are 3D, bits and pieces of them can be blown off in spectacular fashion. When I'm in a crucial mode, I love destroying an enemy's legs so he crumbles to the ground, or shattering his head so he bumbles around helplessly. But enough about my frag-le-mortal condition. Destroying your enemies is actually a big part of *Einhänder's* epicness: game play—you can use your grappling arm to pick and choose from the enemy's weapons and use them for your own purposes. And trust me, you'll need as many as you can get. *Einhänder's* elaborate Bosses are awesome, and fun to kill. *Meteor* does not do destructive meteoric work, and how you do it is that the fun. Five's plenty of levels, and each has the tone set by an excellent score, palette of music and violent sound effects. Square has really applied what they do best in to this game—making innovative worlds. In fact, you could say that *Einhänder* supports R-Type's tag line as the best shooter ever.

Kraig

Einhänder takes the graphics and includes the Bosses are AMAZING, and the enemy AI is superb. If you're a button-masher, despite to get into this—these guys will do anything they can to destroy you and make quick work of you. The level design is so sweet, the music rocks, and the entire game play system is innovative and fun. *Einhänder* is easily the best shooter to come along since R-Type. It's just toughed through these R-Type. **John R**

Einhänder is the most carefully designed, shrewd I've ever played. Enemies seem to conspire to make you crash into obstacles or their own walls of plaster etc. You get more than enough cool power-ups that using them demands just as much strategy as R-Type's Force Unit. The numerous Bosses are spectacular, relentless and agonizing to play. *Einhänder* is also worth longer than the nice variety of the most longer. **Crispin**

Now this is how to make a next-generation shooter! *Einhänder* clearly beats its only competition. Not only does it look good, it means you need, but it has everything a shooter fan would want: huge and intricate levels, a tough challenge level, multiple ships, a good variety of weapons, excellent sound and tech use. *Einhänder* shows just how well mixing polygonal graphics with old game play can work. **Dan**

VISUALS	SOUND	INGENUITY	REFLEX
9	8	8	7

HOT SHOTS GOLF



Publisher: Sony Computer Entertainment

Developer: Camelot

Featured in: IGN #100

For the most part, golf games have been dull, slow and clunky. After years of waiting, golf players finally get a reprieve in the form of the wonderfully different *Hot Shots Golf*. So what's so unique about the game? Well, for starters, it turns a potentially slow and methodical sports video game into a fun, but realistic one. Just about anyone can jump in and get accustomed to the game within a few holes and actually do pretty well. The controls are very intuitive while offering the extra nuances that advanced players seek in golf games. Graphically, *Hot Shots Golf* does not do as well rendered in 3D graphics that doesn't take their eyes too far to reality. The cast of cartoon golfers try or cheer according to how events unfold. When a shot is made, the camera glides gracefully around and follows the ball until it finds its resting place. If it finds a preferable landing, such as near the pin, the crowd reacts favorably or not if you're overzealous. Most impressive is the sheer amount of play modes available. In addition to hitting to achieve its on five different courses, several modes of "battering" are available such as *Sims* marches direct putting the longest drive. As if that's not enough, there's even a nice *Manga* mode. Well, such is the case with *Hot Shots Golf*. It's the best most fun golf game yet. **Kraig**

So unlike the game's soft 3D look, it captures HD all the complexity and elegance of the PGA Tour games, except it's not overly in, clunky, and the game's on-disc look makes it perfect for another golfer like myself, who is not a golfer and put putt course are all nice touches on this well-rounded title. *Hot Shots Golf* is perfect to play with buddies on lazy weekend afternoons. **Crispin**

Hot Shots provides hours of fun play, but mastering your shot game and avoiding scrambling may be tricky. It seems all too easy to be slightly off on the green and end up in a sand trap or lake. The graphics are pretty cool—a nice change from the super-realistic golf games—and the courses are interesting. There are a lot of cool secrets and plenty to do in the play modes, but the developer really is where the real fun is. **Shawn**

Hot Shots Golf? Well, maybe you just haven't met the right one yet. *Hot Shots Golf* is seamless, first-person golf tempered with great gameplay and a light-hearted approach that makes the game appealingly enjoyable. The split-based physics are exceptional, and the 3D model and courses are incredibly detailed. I only wish many players and seasons were available for the *Hot Shots* but I think you should turn up to it all the way. **Sushi**

VISUALS	SOUND	INGENUITY	REFLEX
7	7	8	9

MLB 99



Publisher: Sony Computer Entertainment

Developer: Sony Interactive Studios

Featured in: IGN #100

While Triple Play 99 does a better job catering to the statistical freaks and those who prefer a more all-around realistic game of baseball, *MLB 99* is definitely the more "action-packed" arcade-style game. That's not to say *MLB 99* doesn't try to be real life (it certainly does). You've got players that bring their real life batting stances, heavily detailed 3D model stadiums, "total control" batting and fielding, and so on. The new Spring Training Mode will appeal to create a player parkies. But on the whole, *MLB* doesn't come even remotely close to Triple Play in terms of overall realism and "Real" 3D. *MLB 99* is a lot of fun to play, particularly with the fielding control, while still not perfect. You need to be particularly swiftness by balls in the outfield or you'll miss narrowly, are a lot better than those in Triple Play 99. When the game loses pants in the unbalanced play (the CPU hits FAR too many homers during a season and has near-perfect fielding) and in the batting system, which would be nearly perfect if it weren't for the annoying guessing game brought about by total Control Batting. And on your, you Scully's play-by-play will just say to sleep for 30 minutes by. Do you think you're going to be a great player? Well, you're better suited for two or three. **John R**

Aside from a few new live lines and better graphics, it doesn't seem like *MLB 99* has improved very much over last year's game. Regardless, even without wholesale improvement, *MLB 99* is still the best baseball game on the PS because of its quality, fun game play and decent realism. There's still some problems, such as hitters being thrown out at first base on bunts and too many errors, but these annoyances can be tolerated. **Kraig**

MLB is more fun than most baseball games I've played on the 3D-bit systems. The commentary is cool and it makes you feel like you're at a baseball game, but kind of bland too because it's not all that good. *Einhänder* that more anyone, the game's pretty good. The graphics are great, the atmosphere is solid and the crowd noise sounds so realistic make for a great experience. I have only if the game was a little bit easier. **Shawn**

It's a big, great-looking, first-person baseball game that was last year. Now *MLB 99* includes a Special Training Mode where you can now train for 30 days. Good thing to do the major league call. Finally, *MLB 99* is a big step up with a new "pitcher" control in the pits, fouls and road balls. Yet, at other times it's all about the ball. More realism is needed, but even with no better words, it's still the best overall. **Sushi**

VISUALS	SOUND	INGENUITY	REFLEX
8	7	6	8

Number Of Players: 1

Best Feature: Awesome Score

Worst Feature: No Fun-Thrill Mode

www.playstation.com

Number Of Players: 1-4

Best Feature: Incredible Gameplay

Worst Feature: Near To "Stink" A Million Courses

www.playstation.com

Number Of Players: 1-3

Best Feature: Excellent Control

Worst Feature: Too Many Hitlers

www.playstation.com

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WARHAMMER: DARK OMEN



Publisher: Electronic Arts

Developer: Electronic Arts

Featured in: EGM #196

At heart this is a fairly simple 3D skirmish-based strategy title—working battles furthers the overall story and earns cash which can be used to hire new soldiers. Initial units include basic cavalry, archers, and artillery—but after a few good wins under your belt you can hire more specialized troops as well as units capable of more spectacular attacks. All units (grouped into squads) are controlled with a simple point-and-click interface (it supports the analog pad too) for both combat and movement across the relatively small maps. The combat AI is nothing particular to write home about, units can make use of the undulating 3D terrain and buildings for cover, but once you actually start a search up, things get a bit hit and miss. Strength in numbers seems to be the key to a lot of fights, and you soon find that the biggest problem with the game appears when you lose a few men: To keep ground troops alive, you have to pack off lone grunts everywhere, unless you magical abilities or you're worried that because of the way the combat engine works you'll never find yourself being into the middle of a fight and risking your own skin as well as the enemy. **Not the greatest RTS game, and not a match for Red Alert.** Warhammer fans may enjoy the rich atmosphere that it brings.

John D

I was pretty excited about playing Dark Omen. I actually survived one and the other lacked. My end turned out when the game actually protected. The progression from the main to the interface and controls is as friendly as possible. Surprisingly, I did a few minutes of trouble getting my troops to do what I wanted. Everything from the mouse to the keyboard, at some point, could be difficult to travel before, wouldn't have been.

Dan

Dark Omen reminds me of a lot of the PC war games, but with better graphics. There's a lot to like in the 3D to make you think you're getting an outdoor war game. The AI in Dark Omen is a top-notch, it's a little bit more complex. I enjoyed it for the first few missions, but the more time I play, I find it's a little bit more like a puzzle. I think it's a little bit more like a puzzle. I think it's a little bit more like a puzzle.

Kraig

Dark Omen's 3D graphics certainly look cool and the AI is a nice little touch. However, the game is a little bit more like a puzzle. I think it's a little bit more like a puzzle. I think it's a little bit more like a puzzle. I think it's a little bit more like a puzzle.

Sushi

VISUALS 5 SOUND 6 INDIGNITY 6 REPLAY 5

THE HOUSE OF THE DEAD



Publisher: Sega

Developer: Sega

Featured in: EGM #196

The arcade version of House of the Dead is one of my all-time favorite gun shooters, and while I wasn't really expecting the graphics in the Saturn version to hold a candle to the Model 1 coin-op game, I'm still a little disappointed with the look. Compared to other Sega arcade conversions like Virtua Fighter 2 or Virtua Cop 3D, the HD's graphics are really muddy and very pasted. House of the Dead relies on graphic imagery more than the other titles, so the pasted textures in this version do negatively affect the whole experience. It really isn't hard to see what's going on, but the graphics definitely couldn't have been better. As far as the gameplay is concerned, the Saturn version really does stack up. At times, the shooting action is fast and furious, but of course you're still got to be careful not to shoot the innocent or tanks. This alone keeps you on your toes and prevents you from blindly shooting everything that moves. There is a real abundance of branching in the game so you can play the way you want. In fact, the Saturn HD mixes up the arcade game in an entirely different way than the arcade game. If you like Virtua Cop-style shooting games and enjoy destroying zombies, and you know I am, all your desire is satisfied, you can't go wrong with the House of the Dead.

Kelly

House of the Dead was a great game. In the arcade, it was a great game. In the arcade, it was a great game. In the arcade, it was a great game. In the arcade, it was a great game.

Dan

One of my favorite gun games in the arcade, I had to try it on Saturn. As far as gun games go, there are very much better. The bosses are cool and the levels break off into more of a different path to keep things interesting. The extra Saturn Modes (Team Mode, etc.) add a little much-needed variety. The graphics are held by better than the arcade, but the overall quality is still good.

John D

I suppose if you play this (which I don't), you'll find it to be a good game. I think it's a little bit more like a puzzle. I think it's a little bit more like a puzzle. I think it's a little bit more like a puzzle.

Crispin

VISUALS 4 SOUND 7 INDIGNITY 7 REPLAY 7

PANZER DRAGON SAGA



Publisher: Sega

Developer: Sega

Featured in: EGM #196

Panzer Dragon Saga is so utterly fantastic, I really don't know where to start. The graphics? Awesome. The music and sound effects? Awesome. The story line? Awesome. I can go on and on. Panzer Saga is just a unique RPG experience that most be played to be believed. At first I was sceptical, I thought this would be a cheap RPG cash-in or a great action game franchise. But as the 10-minute to-minute long intro drew me in, I knew I was in for something new and raw. Panzer Saga's brightest feature has got to be its battle system. Many real-time RPGs can drag on when you find yourself fighting away other units. Panzer is the first RPG I've played in a long time that has limited down the random encounters to a reasonable size. But the battles are actually quite fun to get into. Instead of methodically selecting menu options (as in most other turn-based RPG fights), you have to manage your time, position yourself correctly and strategize. The intensity of the battles makes more exciting than any other RPG. This is my favorite 3D SRPG. Yes, I think it's even better than the simple Final Fantasy VII (shameless!). The only downside is the game's length. It's pretty short if you play it straight through if you skip the secret stuff. Beyond that, I can't recommend this game highly enough.

Dan

This is an absolutely brilliant RPG that is as challenging, immersive, and addictive as any I've ever played. The graphics are great and the music is fantastic. I've played it for a long time and I still love it. It's a great game that I would recommend to anyone who likes RPGs.

Kraig

Panzer Dragon Saga is one of the best RPGs I've ever played and believe it or not, I've played it many times over. It's a great game that I would recommend to anyone who likes RPGs.

John R

This game is hands-down my favorite RPG of all time. It's a great game that I would recommend to anyone who likes RPGs.

Shawn

VISUALS 9 SOUND 10 INDIGNITY 10 REPLAY 7

Number Of Players: 1-2

Age Feature: 10 Through

What Feature: Can Get A Bit Slow

www.ega.com

Number Of Players: 1-2

Age Feature: None/Parental

What Feature: Hard Graphics

www.ega.com

Number Of Players: 1

Age Feature: The Earth System

What Feature: Too Short

www.ega.com

BOMBERMAN GB



Publisher: Nintendo

Developer: Hudson

Featured by: N/A

It's pretty hard to make a bad Bomberman game. As long as you have a solid Battle Mode, a decent Story Mode and good graphics, the rest should fall into place (the rest being classic gameplay). This Game Boy version of Bomber has all of those things and a lot more. The graphics are stand out Game Boy stock unless of course you are it with your Super Game Boy. When you use it with the SGB the in game graphics remain the same but the cutscenes look much better in a multi-color cartoon style. Outside of graphics, the game presents plenty of challenges. The Story Mode seems lively until you learn some techniques, which you gain as you make your way from world to world. Most of these techniques are pretty standard but everything in the game has an interesting Indiana Jones type of theme, so instead of getting a glove to push bombs out of the way you get a whip. Also, you can pick between two modes before each world. Each mode gives you a completely different style of play and gets you to use the SGB's multitap for the Battle Mode. Unfortunately the playing area is not wide. Still, all of the game's unique features make this Bomberman one to pick up. Keep in mind that playing the One Player Mode on the SNES has a more diverse and colorful cutscene on your screen.

Shawn

Number Of Players: 1-4

Best Feature: Battle Mode With SGB

Worst Feature: Repetitive Story Mode

www.nintendo.com

LEGEND OF THE RIVER KING



Publisher: Nintendo

Developer: Park-In-Selt

Featured by: N/A

This game is to fishing what Nintendo's Super NES farming-RPG Harvest Moon (also due out on the Game Boy) is to raising crops and cattle. Unfortunately, this ultra-dull fishing RPG isn't nearly as fun. Although it's certainly an original idea to tack an RPG quest onto a fishing sim, your adventure is never anything to get excited about. It's mostly a matter of collecting the right fish and items so you can move on to the next lake, where you get types of fish (and the ultimate goal is to buy a magical fish called the Guardian, whose powers can save you a thing or two). And I'll leave you a good while to finish this quest, since you'll spend 90 percent of the game sitting on your keister, waiting for the fish to start biting. Job, and nothing's worse than catching a pile full of fish, only to be killed by a monkey, an eagle or some other beast on the way to the next game patch. Legend of the River King borrows heavily from Natsume's PlayStation fishing title Real Fishing, which is about the same developer (it controls about the same, has many of the same rods, lures and bait options)—even has the Tarantula-based aquatic that lets you raise your own fish. Of course, much of Real Fishing's selling charm comes from its surprisingly in-depth and detailed story—something which translates to the Game Boy.

Crispin

Number Of Players: 1

Best Feature: Lots of Fishing Options

Worst Feature: Dull Gameplay

www.nintendo.com

MYSTICAL NINJA



Publisher: Konami

Developer: ACE Hagaya

Featured by: N/A

There are games on the Game Boy that show just how versatile it is, and there are games that effectively demonstrate what a basically primitive piece of kit it actually is. Last month's Game of the Month (Midland's Mystic Land) was certainly the former, and Mystical Ninja Shining Goemon is the latter. Design-wise this is about as 8-bit as they come. Run from room to room slapping bad guys, picking up objects and occasionally popping into a shop to replenish health or weapons. Whoosh, careful. Any more excitement and I might fall off my chair. The graphics are tiny, fiddly and not particularly detailed, and the music is a perfect illustration of why you rarely hear anyone playing a Game Boy with the sound turned on. On a more positive note though, the game is fairly big and there are a number of sub-games featured throughout that break up the tedium a bit. Also, some of the translations from the Japanese are hilarious. "The Black Ship gang are from the Black Ship," locally? Who'd have thought that? With Goemon back in the forefront of people's minds you can't understand why this game is here—it's sad to see that it was stopped together with such apparent care. It's a shame the weather or cost should be a worthy excuse. It must be about 1000 miles later. Je-ly.

John D

Number Of Players: 1

Best Feature: Game's Character

Worst Feature: Primitive Design

www.konami.com

I've always thought that a good single-player version of Bomberman would be perfect for the GB, and you know enough—here it is. Like how each World has two different objectives you can choose from, and the various themes through each stage keep things fresh and interesting. On the downside, the special items you get are mostly just glorified power-ups from older 8-bit titles, and the Battle Mode, while fun, is repetitive.

John R

3D Bomberman is 2D Bomberman. You're bored if you've seen it all. This one, however, adds a little more desire—the ability to know how you want to beat each level. Depending on which option you pick, you can play each level in a unique fashion, usually adding variety and replay. The game is also challenging (especially the Bosses), so veterans won't get bored. Bomberman on the GB, you won't find me complaining.

Dan

Where Were Blast used to be a decent one-player Bomberman Game Boy game and now it's one of the worst. The graphics are admirably. The levels are much more interesting, with lots of quirky obstacles, as well as cool new power-ups. Enemy AI is adequate but never brilliant, and the two different play modes add to the replay value. I'd give the game a decent recommendation if you had a Super Game Boy.

Crispin

Games like this don't help the Game Boy's image. It's the fishing elements on top of Real Fishing on the PlayStation with an RPG overlay. But instead of getting something exciting and fun, you get a string of market off adventure game that leaves you either scratching your head or just plain bored. One thing to note is that the graphics look pretty nice (on a GB) and shine with you on the Super Game Boy. It's still a strange one.

Shawn

I wasn't a big fan of Nintendo's Real Fishing, and since it's how this is emulated, I'm a little down-side of the game, with some RPG quest thrown in...well, you get my score. I just don't see the fun in sitting by the water for hours, just to catch a few fish and open up the next part of the quest. I suppose the game's for you if either you like Real Fishing or the Game Boy. It's a help for you to look up real-time help.

Sushi

There's good original game concepts, and some of the best. This, my friends, is an example of the latter. River King combines two of the most methodical things you can do in a game—fishing and fishing—and it sticks them into a game that, though it's not anything compelling about fiddling with lures and hooks so you can catch fish, still seems, and does, in the end, to be fun and addictive. What's the change part is used.

Krain

You're going to need a drink to get through it. This is usually a 30-minute adventure. The game's tiny, with its health power-ups, forcing you to creep onto every new screen and avoid enemies, not fight them. Obviously, you'll avoid unpleasantly low on health, you'll find you've never had previous point. And there's never a real payoff for your perseverance. Every stage is a dull mix of avoiding a threat or a few screens.

Crispin

The Game Boy version of Mystical Ninja might be a more decent one, if it came out in time. The game engine is archaic, with a very high difficulty curve that doesn't stick from challenging enemies or dungeons, but it offers more player control that makes it more enjoyable to sit and avoid without getting too tedious to sit up. The graphics are fine, and the music is good, but what you're missing is the real fun.

John R

Mystical Ninja on the Game Boy is a straightforward enough. The graphics, sounds and gameplay are all average, which while it's very cheap, but still has. The story can't really hold up because it's not really interesting and for between. You get stuck on the wilds 400 miles, making yourself in your way for most of the game. A few things would be an improvement, but then it may have made the game better.

Shawn

VALUES	SCORE	IGNORANCE	SCORE
5	6	8	8

VALUES	SOUND	IGNORANCE	REPLAY
6	5	6	3

VALUES	SCORE	IGNORANCE	REPLAY
4	5	4	3

Q U A K E™

PLAYER 2 HEARS THE GROUNDING
OF HIS STEERING AS THE SPIRE
PASSES THE TRAIN WITH EASE.

PLAYER 2 FEELS THE STING
OF RAW METAL PARTING HIS
SKIN AND FLESH TENDRILS.



THE NAIL GUN
Short, Medium and Long Range

NO TEARFUL HUGS. NO WARM HANDSHAKES. JUST HALF A POUND OF BUCKSHOT TO THE CHEST. OR
A RAILROAD-SIZE SPIRE IN THE CRANIUM. THAT'S HOW YOU SAY GOOD-BYE TO A FRIEND. INTRODUCING
QUAKE FOR THE N-64. WITH SINGLE-PLAYER MODE AND A TWO-PLAYER DEATH MATCH. BECAUSE AFTER
ALL, NOTHING SAYS YOU CARE LIKE A LOAD OF SCREAMING HOT STEEL IN SOMEBODY'S TORSO.

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Two-Player Death Match

PLAYER 2 LURCHES FORWARD
AS RUSTY STEEL HOLLOWS OUT
HIS CHEST CAVITY, BURSTING
HIS INNER ORGANS.

PLAYER 1 DESPITE HIMSELF SMILES.



June 1998

OVERALL

- 1** **Tekken 3**
PlayStation/Naem
- 2** **Panzer Dragoon Saga**
Saturn/Sam
- 3** **Einhänder**
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- 4** **1080° Snowboarding**
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- 5** **Hot Shots Golf**
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NINTENDO 64

- 1** **1080° Snowboarding**
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PLAYSTATION

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- 2** **Einhänder**
- 3** **Hot Shots Golf**
- 4** **Breath of Fire III**
- 5** **Need for Speed III**



SATURN

- 1** **Panzer Dragoon Saga**
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- 3** **SF Collection**
- 4** **Last Bronx**
- 5** **Saturn Clobbermen**



HOW TO READ THE TOP 10 CHART

- 5** **Name of Game**
Publisher's Name
- ↑ Editors' Choice Award
- ↑ # Consecutive Months On The Chart
- Rank Number

GAMING MOMENT

Red eyes, achy heads, six cases' worth of empty beer cans, beverage cans—all were the result of 48 hours of straight line Fiat mayhem, after the review guys got their hands on the first beta of *Tekken 3*. Once they got over the game's jaw-dropping graphics and beautiful cinematics, they got to work on opening up all the extra characters, hidden modes and other assorted goodies (Crispin nearly went mad trying to unlock Xisyou's schoolgirl outfit, only to discover it wasn't in our early version of the game). Two weeks later—when the final copy came in—they had to begin the process from scratch. It's a dirty job.

The Aftermath of *Tekken 3's* long-awaited Arrival.



NOTHING OUTRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.

CRIME KILLER

THE PURSUIT BEGINS JUNE '98



EXPLOITIC
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- Patrol the streets at a breakneck speed of 60 frames per second
- Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Vulcan Cannon
- Maintain the peace with the Turbo Patrol Car, Bike or Wing - you're a crack shot with each
- Real-time 3D environments with complete freedom of movement for clean shots in the back
- Over 20 scenarios of adrenaline-pumping high-speed criminal pursuit missions - all caught on interior or exterior cameras
- 1 or 2-player split screen action.



BLINDING 60 FRAMES PER SECOND ACTION!
- GAMEFAN

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OFFICIAL U.S. PLAYSTATION MAGAZINE

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Win big bucks and use the dough to buy upgrades and repairs.



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Create and store 30 custom tracks on a single Memory Card with Track Editor.



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Compete against a ghost rider simulation of your best time.

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Plug in a Sony Analog Controller for precise handling.

JEREMY MCGRATH **SUPER CROSS™ 98**



sweat the details™





Jeremy "Showtime" McGrath
7-Time AMA Motocross Champion

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Tricks of the Trade

Trickman Terry tricks to find his cheats!

Lately, the Trickman has been working on some magic tricks to impress his coworkers. Unfortunately, just about all of them backfired. He's still trying to get the milk stains out of his hoodie. The warped Trickmeister has also tried to use his heist-pans to cheat on his latest games. All he's doing is getting stares from angry employees as he constantly chants, "Up, Up, Down, Down, Left, Right, Left, Right" at the screen. You can send in your real cheats to:

Tricks of the Trade
9200 HighLand
Ave., #322
Lombard, IL
60148
or send e-mail
to:tricks@ttd.com



Trick of the Month Quake 64

DEBUG MENU

To get the Debug Menu for this game, simply go to the Load Screen from the Main Menu. When asked for a controller pick, choose "Do Not Use Pk1." This is the Password Screen will appear. Enter all Q's for your password. It will tell you that you have entered an Invalid Password. Now press the B



On the Password Screen, enter all Q's for your password.



The screen will let you know that you have a world edit.



About the Debug Option is the most new cheats!



Now, go into the Options and "Debug" Option will be there!



You can now start on a new level with a rocket launcher!

Jonathan Farrow
Regina, CA

Snowboard Kids

ALL CHARACTERS, BOARDS



Press the F1 key sequence of buttons at the Title Screen.



Choose Battle or Time Attack and the courses will be open!



With the correct characters, you have access to new boards!

To reveal a bunch of hidden things in the game, just go to the Main Menu at the Title Screen, and with "Start" highlighted, press this sequence of controls: Analog, Down, Analog Up, Down, Up, Down-C, Up-C, L button, R button, Z button, Left, Right-C, Analog Up, R, Right, Left-C, Start. You will then hear a voice say,

"Yoah!" Now you will see that you can choose many more options in the game, such as an extra player called Sinobbi on the Character Selection Screen. Go to the Board Shop from the Game Menu Screen with anyone except Sinobbi, and you will see a new type of board called Special. Choose a Battle Race or Time Attack from the Game Menu and you will see that all of the courses are now open, including Ninja Land!



You will be able to choose the extra character, Sinobbi!



Sinobbi is a cool, fast boarder and a tough challenge.

Huy Tong
Chicago, IL

Win Games and Accessories for your Tricks!



If your trick is selected as the Trick of the Month, you will win a free PlayStation 2 award by the end of the month! If you are interested in submitting a trick to us this month, you will see it this year! Go to the link below, or you can get all the details on this page!
www.egm.com
 NEWS: If you send your trick by a real you must include your name, address, city, state and zip code.

Game Boy: If you have a trick to enter, please include a screenshot of the trick and a description of the trick. The trick should be something that is not commonly known or a trick that is difficult to perform. The trick should be something that is not commonly known or a trick that is difficult to perform. The trick should be something that is not commonly known or a trick that is difficult to perform.

PlayStation 2: If you have a trick to enter, please include a screenshot of the trick and a description of the trick. The trick should be something that is not commonly known or a trick that is difficult to perform. The trick should be something that is not commonly known or a trick that is difficult to perform.

Xbox: If you have a trick to enter, please include a screenshot of the trick and a description of the trick. The trick should be something that is not commonly known or a trick that is difficult to perform. The trick should be something that is not commonly known or a trick that is difficult to perform.

Auto Destruct



DEBUG MODE

This trick will give you a Debug Mode for the game. In the middle of the game, press the Start button to pause. Now press the following buttons in this order: Up, Right, Lf, Down, Circle, Lf, Rf, Lf, Circle, Down, Left, Right. You will hear a sound and the words "Debug Configuration" will appear underneath the Quit Game Option. Access this

option to enable All Weapons, toggles for Debug Test, Speech Test and Collisions!



With this trick, there's no need to cheat at weapons and more!



After passing the gate, enter the code for the Debug config.



Turning the collisions off will let you drive through objects!

Duke Nukem 3D



HIDDEN DEATH TANK GAME

(Note: You must also have the Steam version of Quake.) To do this trick, go to find a hidden game in Duke Nukem 3D, you must first have a saved game from Quake. In your Steam library, now go to the Main Menu Screen in Duke Nukem 3D and you will see an extra option at the bottom called "Death Tank." Access this option to get a hidden multiplayer (up to six with a sub-top) game

that pits tiny tanks against each other. It's a fun game and collect power-ups for your tanks. It's a blast!



Accounting this option will get you the Death Tank Game Screen.



For Duke to see hidden and create a save file for the game.



With a multiplayer, you can play the game with up to six players!



For in Duke, and on the Main Menu, you'll see Death Tank!



For all your friends against each other in an all-out tank war!

Triple Play 99

IN-GAME CHEATS



To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right
Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square
Cheat Crowd Comment - Up, Triangle, Down, X
Cheat Weather Comment - X, Down, Triangle, Up
Cheat Sponsor Comment - Left, Square, Right, Circle
Cheat Nickname Game - Circle, Right, Square, Left
Cheat Historical - Up, Triangle, Right, Circle
Cheat Stadium Info - Down, X, Right, Circle
Cheat Crowd Applause - Triangle, Up, Up, Triangle
Cheat Crowd Cheer - Square, Left, Left, Square
Cheat Crowd Ooh - X, Down, Down, X
Cheat Boo - Circle, Right, Right, Circle
Cheat User Cam - Right, Left, Up, Down, Right, Left
Cheat Overview of Batter - Left, Square, Up, Triangle



Putting the cheat overview on will give you stats of the batter.



Cheat Homerun will give you a home run when you're up to bat.



The User Cam cheat will let you zoom in and out of the field.

Skullmonkeys

MAXIMUM LIVES, FREE HULL



To get the maximum amount of lives in the game (99), just enter this code while the game is paused: Lf, Triangle, Down, Left, Circle, Square, Right. To get a free Hull, which will protect you from one hit, pause the game and enter the following tricks: Rf, Circle, Down, Left, Circle, Right, Down.



Pause the game and enter the correct code for the lives or hull.



You will see your lives increase to 99 in the upper-right corner.



A free hull in your reward when you enter the code correctly.

1080° Snowboarding



QUICK START

Right before a race begins, wait for the announcer to say, "3" and as soon as that number fades out on the screen, press Up for a quick start! This will get you a jump ahead of the competition.



Press Up to enter as the number 3 fades out to get a quick start.



GEX: Enter the Gecko



DEBUG MENU

To get the Debug Menu for this 3D adventure, press Start to pause the game. Then hold the L2 or the R2 button and press Left, Circle, Up, Down, Right, Right, Left, Triangle, Up, Down. You will hear a sound if it was done correctly. Now press Start to unpause the game and then press Select to bring up the Debug Menu! Move up and down the menu with the control pad and access any of the Cheat Menus with the X button. You will be treated to a Level Select Menu, Full-Action Menu, stats and a tutorial.



Press Start to pause the game now, then enter the Debug code.



Now press the Select button to bring up the Debug Menu!



Now you can enter any of the submenus for various results.

GameShark Codes

N64:
JEOPARDY! P1 Always
 Has 550,000
 81058122c350
JEOPARDY! P2 Always
 Has 51,000
 810581240000
SNOWBOARD KIDS
 1 Lap Race
 801222880000
 801222880009



PS:
ARMORED CORE
Tin Mechs
 801a29980000
 801a2af80000
 801a2c680000
 801a2d880000
 801a2fa80000
 801a30b80000
NEED FOR SPEED III
Start On Lap 4
(Tournament)
 801dd300000
 801dd300003
 801dd300000
 801dd300001
 8001d83803e7

TRIPLE PLAY '99
 L1+R1 at Stadium
 Select for Hidden
 Stadiums
 3008eb200003
 001174900600
 801fff200001
TRIPLE PLAY '99
 L1 For 3 Outs
 000892b60200
 3008eb200003
TRIPLE PLAY '99
 L2 For 0 Outs
 000892b60100
 3008eb200000

Spawn



VARIOUS CODES

Level Skip - Pause the game, then hold down L1 + R1 + L2 + R2 and press Triangle, X, Square, Circle, Circle, Circle.

Invisibility - Pause the game, then hold down L1 + R1 and press Triangle, Triangle, X, X, Square, Circle, Circle, Circle, X, Triangle, X, All Power-ups - Pause the game, then hold down L2 + R2 and press Triangle, Circle, Square, X, Triangle, X, All Items - Pause the game, then hold down L2 + R2 and press X, Square, Circle, Triangle, Square, Circle, Square, Circle, Triangle, X, X, Circle.

Reset Magic Ability - Pause the game, then hold down L1 + R1 and press X, Circle, Triangle, Square, X, X, Circle. **Reset Magic Ability** - Pause the game, then hold down L1 + R1 and press Triangle, Circle, X, Square, Triangle, Circle.



At the Pause Menu in the middle of a game, enter the codes.



The invisibility code will make you transparent in the game.



Invisibility will help you in fights, but only lasts a short time.

Pitfall 3D



AWESOME PASSWORD CHEATS

At the Title Screen, highlight and access the "Password" Option from the Main Menu. From the Password Screen, enter any of the following codes for the results shown:

GIVEMELIFE - Adds to lives to the next game launched.
PLAYMOVIES - Plays all movies.
PITFALLCOMIC - Plays all of the original comic-style cutscenes.
STEEVECRANEME - Gives the player 99 lives.
2DHARRY - Causes Harry to be displayed in 2D.
ZEROGHARRY - Causes Harry to float and twist in the game.
BIGHEADHARY - Makes Harry's head really big.
STOPTALKING - Turns off in-game quips.
CREDITS - Password to gain access to the Credits sequence.
CRANESBABY - Password to gain access to the Original Pitfall game.

Within the Original Pitfall game, you can do a variety of codes:
R1+R2 - Toggles "Gary" head (programmer of the 2600 version).
R1+Circle - Toggles "Elvira" head (daughter of lead programmer).
R1+Triangle - On the screen with the crocodiles, it makes the one on the right say, "Hi Mom!"
L1+L2 - Toggles infinite lives.
Pitfall Credits: Holding the R1 button at the end of the last credit ("Thanks to families" Screen) brings you to self-congratulatory credit.



On the Password Screen, enter any of the codes as shown.



With PITFALLCOMIC, you can see all of the cartoon cutscenes!



Enter STEEVECRANEME to start your player with 99 lives!



Put in CRANESBABY to get Pitfall original, and then change the graphics with the buttons!

GoldenEye 007

BOND PHOTOS (VIA GAMESHARK)

You've heard the rumors: this one has come partially true! This GameShark code reveals pictures, on the Selection Screen, of three of the four James Bond actors from the movies. Using a GameShark, create a new code called All Bonds (or any other name you like). Then enter this code:
A002B19B 00_ For the two spaces, enter 01 to see Roger Moore, 02 to see Timothy Dalton or 03 to see Sean Connery. Begin your game with one of the codes on, and then begin a multiplayer game. Sadly, you can't play as the Bond actors, as the programming was removed from the game.



See—the Bond actors' famous mugs really are in the game.



Now, if only you could play as them in deathmatch...

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Magazine

Tekken 3

May Issue
On Sale Now

Playable Demos

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- Gex: Enter the Gecko
- Klonoa

Re-playable Demos

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games.com

It's All You Need To Know



Get Some!

Cool stuff you could probably live without, but shouldn't



Take Me to Your Reader

Believe it or not, not all alien experiences are with the big-headed dudes with the almond-shaped eyes made popular by TV shows. *Faces of the Visitors* attempts to sort out the alien types people report through a series of short accounts. Each case details the experience and offers a police-type sketch of the alien in question. The authors also rate each account from one to 10 on their credibility scale. OK, so some of these guys look like Urabomber suspect sketches but it's still a fun read.

Price Around \$12
For More Information www.amazon.com



Waiter, There's a Fly in My Soap

Finally a Glycenn-based soap that does more than just deodorize your body! That's right, the more you bathe with these wacky bars, the closer you get to releasing the plastic critter inside.

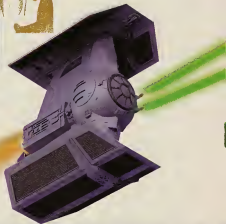
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For More Information www.roi.com
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Styles may vary from soaps shown



It's Time For a Beat Down

Gone are the days of disagreeing with a referee's call and not being able to do anything about it. With the Ref Flip Bag from a guy named Gordon Wren, if a ref makes a bad call you can beat the living hell out of this inflatable vinyl doll. Instead of a real person. Hey, it's all in the name of peace!

Price Around \$13
Phone (602) 966-6034





Star Wars Invasion Force

Looking for a new way to experience the magic of Star Wars? Check out the full line of flying model rocket kits and ready-to-fly offerings from Estes Industries. Old fans may remember the X-Wing Fighter and R2-D2 kits from their childhood, but have no fear as these new kits let you fly the Death Star, the Y-Wing Fighter, Darth Vader's Tie Fighter and the Star Destroyer. These models are launched from a reusable pad and are powered by one-shot solid rocket propellant engines (sold separately). Flight altitude can range from 200 to 600 feet after which a parachute safely returns your model to the ground ready for another flight. If you really want the full experience you can hum the Star Wars theme during liftoff!

Price From \$5.50
 For More Information www.hobbyline.com
 Phone (800) 372-6565



I'm glad they
 blew up your
 damn planet!



Han and Leia's first post-marital fight.

Hey, I Wanna Leia...

Each of the recently released Princess Leia Collection sets from Kenner gives you an important scene from the Star Wars films in action-figure form. As shown, one set includes R2-D2 and Leia, like the scene in the movie when she records her secret message for Obi Wan. Other sets include Cloud City Leia & Han, Leia & an Ewok and Coronation Luke & Leia. There are four sets total, available at toy stores now.

Price Around \$12
 For More Information
starwars.hasbro.com/toy/
 E-mail kenner_support@hasbro.com



The Final Word

Enough With The Kid Stuff, Nintendo!

I'll never forget that night back in November 1991 when I finally convinced my parents to let me get an NES. After nearly two years of having to explain to them why the ancient Intellivision just wasn't gonna cut it anymore, they finally agreed. Needless to say, I was one extremely happy camper.

While it was the Intellivision that drew me into gaming (I never was a big 2600 fan), all the good sports games were on Intellivision, it was Nintendo and the NES that really made me an addict—a "hardcore" gamer, if that term still exists. That first Christmas, I got my hands on *Zelda*, *SMB*, *Kid Icarus* and a few other first-party NES games that just floored me with their brilliance. It was games like these that made me realize how amazing Nintendo was, not because they monopolized the console hardware market and infiltrated millions of homes with NES systems, but because of the incredible games that they, as a software publisher, managed to create.

Being the poor little person that I was (I was 12 and on a salary of about \$7 a

week), I had to find ways to get my hands on all of the hot NES games that came out. I somehow talked my brother into buying me Metroid. I cleaned the house for probably a month straight to get the money for Mike Yosh's Punch-Out! out of my mom's wallet. I took a rain check on a birthday present to get *Zelda II* when it finally came out in late November (my birthday's in May). This went on for years. I, of course picked up quite a few third-party games as well, but nobody made 'em as good as Nintendo did.

Later when the Super NES came around it was like the same thing all over again—only this time I had a job and could afford games on my own. Nintendo continued to pump out truly amazing games on an alarmingly consistent basis, and all was well. Super Mario World, *Zelda A Link to the Past*, Super Metroid, *Yoshi's Island*—all of these games were (and still are) at the very top of their respective genres.

Anyway, getting on to the point, these games, which were all so fantastic, appealed to me when I was 12, and they still appeal to me now. They appealed to both older and younger gamers alike, and were (and are) pretty much timeless classics that transcend beyond "target" age groups. They could easily be classified as "games for kids of all ages," even if Nintendo marketed them toward the younger crowd in their ads (which is just what they did).

This leads to my growing concern with the Nintendo of 1998—the Nintendo that's failing miserably with the N64 in Japan, where they've always dominated; the Nintendo that insists on sticking to the dated, inferior cartridge format (don't believe the hype—two years ago it may not have been inferior, but

today, with the costs of RAM and CD technology plummeting, carts are hardly a viable format, and the 64DD's current specs are already outdated). Most importantly, though, I'm concerned about the Nintendo that gave us the long-awaited sequel to one of the best platformers ever (Yoshi's Island), but watered it down and made it

so annoyingly simplistic that we "older" folks couldn't enjoy it nearly as much as its prequel. Did Iads have a problem with the first Yoshi? No. Would they have enjoyed Yoshi's Story as much if it were larger, more challenging, and had more depth to its gameplay? Of course they would.

Yoshi's Story is a very isolated "incident," so don't get the wrong idea here. Nintendo still pumps out amazing games, and I still have enormous faith in the company to produce this industry's hottest titles. But Yoshi was definitely a wake-up call to us old-schoolers who have become complacent in our adoration of the Big N. (After all, like I said, it was Nintendo that really got me into gaming), and I'm not about to sit by and watch all of my beloved game franchises head downhill because the only people in Japan that'll buy N64 games are 8-year-olds.

Whatever you do, don't forget about us, Nintendo.



EGM's John Ricciardi passes for a photo with his idol, the legendary Shigeru Miyamoto, last fall in Japan.

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